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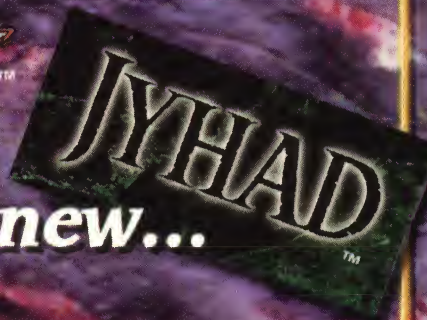
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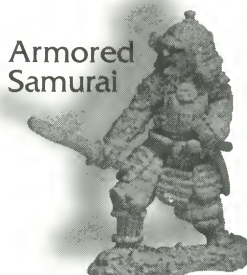
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ON OUR COVER

Edward Beard, Jr.'s rendering of the new *Legends™* Legend Creature, Rohgahh of Pher Keep, was too intense for us to pass up. Rohg, is a Black/Red creature, by the way, just in case you're looking for him. You'll see lots of Ed's work in the coming months, he's done work for both *Jyhad* (11 paintings) and *Legends* (10 Paintings), and his own card series called *FLIGHTS OF FANTASY* premieres in September, 1994. It is composed of 90 original paintings, including 30 cards each of Horror, Science Fiction and Fantasy. There will be a roleplaying game incorporated into this set to appeal to a wider variety of collectors. (Watch for a promo card for *FLIGHTS OF FANTASY* in the June *Comic Images!*—the one with the *Conan II* all chromium set.) Ed has a really long list of credits, which I won't list in detail, but his work speaks for itself. I wish Ed the best of success with his card series... I'm sure we'll be hearing and seeing much more of him in the near future!

SCRYE Issue #1

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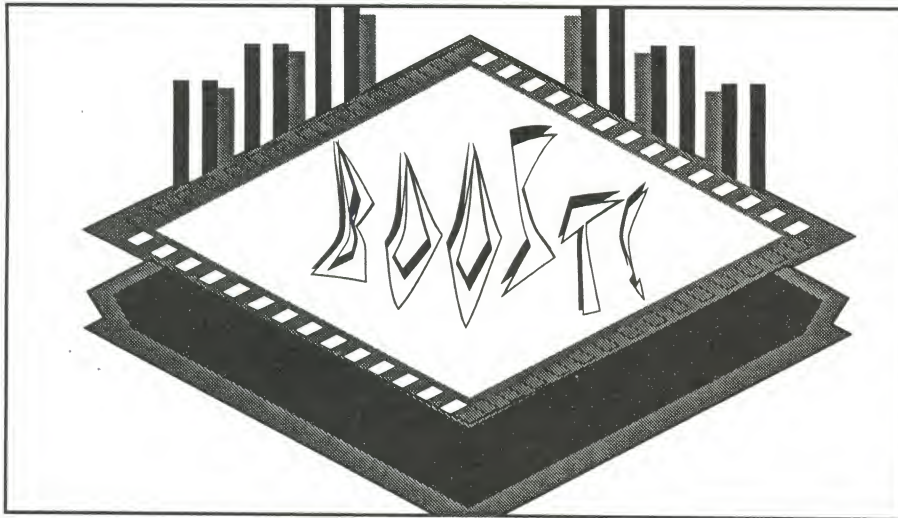
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SCRYE 3



News & Capsule Previews

So you've played **Magic: The Gathering**, hoarded a few of those alpha and beta cards and played with the white edged cards... So, what now? You've bought all the latest expansion cards... Collected a complete set and now you're fine tuning your deck into a architectural science...

Looking for a boost?

Not to say that **M:TG** won't be your game of choice forever...but as you well know just eating mangoes can get boring too. So don't you want to know what's on its way to your stores, what's on the drawing table, and what is still a rumor in conception? Well, we did...

So here's some new tastes to tempt your deck building skills and a few rumors of delicacies which you might find on the menu in the not-so-distant future.

First off, **Wizards of the Coast** has two more juicy **M:TG** expansions coming to your gaming tables soon... **Legends** a 300+ set and **The Dark**, an 80 card set, should keep you occupied for at least two months...

Wild Storm Productions has adopted **Image Comics'** characters into a collectible card game format which should hit your stores this month (June). Appropriately, the game is called **Wild Storm**.

Spellfire, **TSR's Advanced Dungeons and Dragons** collectible card game explodes out of cartons in July, and is sure to start some blazes.

August will see the launch of four collectible games we know of: **Jyhad**, **Margaret Weiss's Star Guardians** game, **Star Trek: The Next Generation**, and **Supers!**. **Jyhad**, the game we've all been waiting for, blends **Vampire: The Masquerade** with **Deckmaster**, for a 300+ card set with a new rule system. **Jyhad** is a stand-alone game and is not designed to be played with **M:TG**. **Margaret Weiss's** best-selling science fiction series **Star Guardians**, has been adopted to a collectible card game format. From what

we gather it is about 180 cards and some of the art is being handled by the cover artists for her book series... so it should be quite spectacular. Very soon you'll be able to explore strange new worlds in **Decipher's Star Trek: The Next Generation** customizable card game, which should be out in mid-August. **TSR's** world of horror, **Ravenloft**, premieres this month as a **Spellfire** Expansion Booster. **Supers!** The Super Villain/Super Hero collectible card game has been designed by **Card Sharks** and is to be launched at **Gen Con** for a September release.

October and November bring **Atlas** and **Mayfair Games** into the card market fray. **Atlas Games'** cult classic **Over the Edge**, has been adopted by Jonathan Tweet and John Nephew, to a collectible card game format. **Sim City**, the best-selling computer game, has been licensed by **Mayfair** into a collectible card game. November also brings out the **Spellfire** Booster Expansion, **Dragonlance**.

Two new **Deckmaster** games to look for in the future are **Middle Earth Role-playing** and **Netrunner/Cyberpunk 2.0.2.0**. **Netrunner** looks really interesting because it is a game designed by **Richard Garfield** on its own rather than as a licensed product. Digressing... Watch for **Richard Garfield's Robo Rally** boardgame coming this fall from **Wizards of the Coast**. It's sure to be a smash.

Rumor Mill

From what I gather, **M:TG** has made an impact on the entertainment industry as a whole. The Comic and Trading card market is probably the easiest cross-over market. It is rumored that some of the big boys might be thinking about coming to dinner. **Marvel Comics** may have a game in the works and **DC Comics** are rumored to be considering developing a game, seriously. **Steve Jackson Games** is supposed to be restructuring **Illuminati**

into a collectible card game format for release next summer and **WotC** is rumored to have signed a licensing agreement with **FASA** for a **Deckmaster** version of **Battletech**.

That's it for this issue... We'll keep our eyes, ears and taste buds open for more juicy morsels... In the meantime we'll leave you with some preview details.

On The Edge™/ATLAS GAMES—This Psychosurreal Trading Card game is based on the popular **Over the Edge** RPG. Players adopt the roles of powerful, behind the scenes conspirators struggling for control over the Mediterranean island of **Al Amarja**. At their service are bizarre technologies, ancient magicks, powerful secrets, and a roster of characters ranging from street thugs, to symbiotic alien life forms. Full Color cards.

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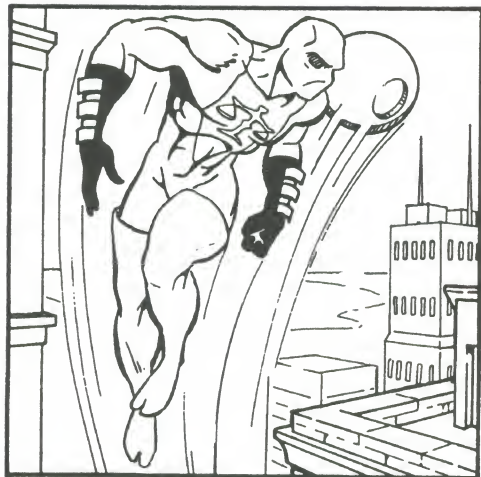
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Looking For A Super Hero?



You'll have to wait until August, but the first release from *Card Sharks* will allow you and friend to pit your super heroes and super villains against each other, in a fast-paced card game known as **SUPERS!**.

The masterminds behind *Card Sharks* and **SUPERS!** are Marc Miller, designer of more than 70 games in 20 years (whose credits include the *Traveller* roleplaying game) and Jim Hettinger, an entrepreneur who currently operates the *Multi-Player Game Network* (an on-line computer game network with subscribers across America) and *Tantalus, Inc.* (a computer game think tank which creates games that are carried on the networks). Together they have created an innovative game which will premiere at GEN CON and be released in September.

SUPERS!' art has been created

by 40 rising stars from the comic book industry, who have designed new characters for **SUPERS!** or adopted their own characters as card heroes and villains. Each of the artists has designed one hero and one villain, along with additional pieces of art. The cards will be full color and packaged in decks of 60 cards priced at \$7.95 US. You'll need two decks to play.

What about the game? Well **SUPERS!** basically works like this...

Each player needs a deck. The cards are super heroes, super villains, super powers, perils, calamities, props, locations, equipment, and monsters. Each player builds a super hero and a super villain.. Your super hero stack is pitted against your opponent's super villain stack and vice versa. When your superhero and your super villain are 10 points better than your opponent's super hero and super villain, you win. The real test of courage is when you first play a villain card—you take the next

card from your opponent's deck hostage. If you win, you win that card. Usually the game lasts between 5 and 30 minutes. There's a rulebook in each deck and most of the information you need is on the cards.



Each deck has a different mix of 60 of the 200 possible cards. Some are rare, uncommon and common. Buying two decks will likely get you doubles of some cards, while you may not get even one of the others. The decks are designed to be customizable. You can choose the mix of rare common and uncommon cards to play with by trading with your friends in order to get the cards you want in your deck.

SUPERS! looks super... so don't forget to try it out at GEN CON this summer.

Brimstone © 1994 Chuck Bardell
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SUPERS!

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How to use the SCRYE Price Guides...

Scrye is one of the most accurate and current sources of Game Card prices. This price guide was designed to address the needs of the novice and avid collector. The prices in the guide have been obtained from regional retail and mail order outlets across the country, to give you the most accurate picture of the current market trends, and to supply you with a frame in which your collection can be judged.

Only A Guide...

Scrye listings are to be used only as a guide. Prices contained in the card lists do not represent an offer by the staff, regional advisor or support retailer, to buy or sell.

What Do The Numbers Mean?

The SCRYE price system is based on quartiles. We give you three figures, not to confuse you but to allow you to see the cards which have wide regional ranges and the cards which are firmly set in a certain range.

The first column, labeled *HIGH*, is the upper quartile of the prices that we received. The second column, *MEDIAN*, is the median price of the card and the third column, *LOW*, is the lower quartile of all the prices that we received. The median is similar to the average but is a better representation of the value because it is less affected by large variations in prices than a simple average would be.

The upper and lower quartiles give a good indication of the validity of the median price. A large difference between the quartiles and the median indicates that there is a considerable variation in prices that we received. If the Median figure differs greatly from the Upper and Lower Quartile values, then the range of prices nationally was great. If the High and Low Quartiles are very close in price to the median, then the range is very small.

What Do The Letters Mean?

Color

A: Artifact
B: Black
Be: Beige/Colorless
G: Green
R: Red
U: Blue
W: White

Rarity

C: Common
U: Uncommon
R: Rare

Type

ACr: Artifact Creature
DL: Dual Land

E: Enchantment
EArt: Enchant Artifact
ECr: Enchant Creature
EL: Enchant Land
Ins: Instant
Int: Interrupt
L: Land
Sor: Sorcery
Sum: Summon

HOW TO USE THE SCRYE GUIDE

EDITORIAL

Hi...

I can tell you that what you hold in your hands is important. But you already know that. I wouldn't have started on this nightmare roller coaster, if so many people hadn't asked me for price information. But they did, so here we are. Now I hope we've given you what you've asked for in #1. If you want to see something changed, or if you have a personal insight into pricing or collecting, or you'd like to suggest different figures for a card, don't hesitate to let me know. After all, this guide is for you, the collector, and the player, so if something is missing, I need to know.

Plans for #2? Well Legends and Spellfire should mix things up a bit. Dual Land cards are already going up in price. The nifty little man on the cover, painted so beautifully by Edward Beard, Jr., is an example of one of those two color creature cards, to be found in the Legends of Dominia. The Spellfire cards pictured on page 10, are chase cards to be discovered in booster packs this summer. Next issue, we'll hopefully be able to add more cards to our lists and preview some of the games getting closer to completion. Welcome aboard folks... it's going to be a wild ride over the next 4-6 months, rip open a few boosters and we'll be on our way....

Don't forget to drop me a postcard. I love getting postcards, and I'll attempt to print all of them somehow!

Until Gen Con 1994... May the card gods be with you.

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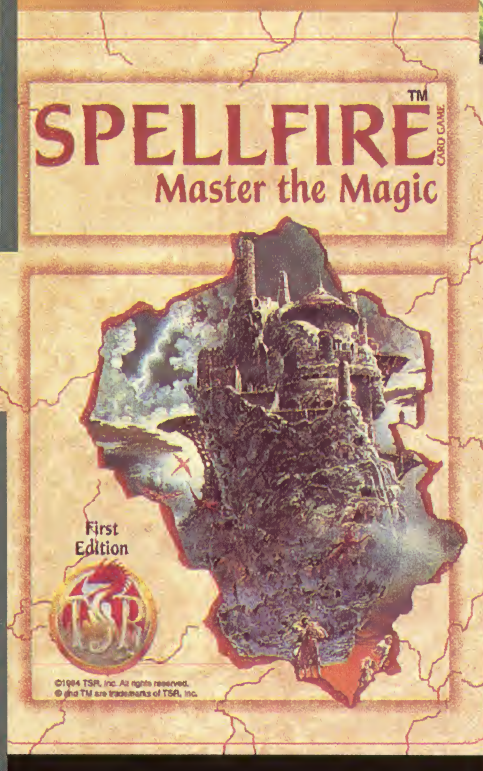
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INTRODUCING



SPELLFIRE

CONQUER AND FORGE FANTASY EMPIRES...

A new dimension to the collectible card game is coming in July. TSR's *Advanced Dungeons and Dragons* collectible card game, **Spellfire**, will be on its way to stores this month and on shelves July 1st, 1994.

In the meantime, everyone seems to be asking what is **Spellfire** and how does it work... So we went to TSR and asked if we could preview **Spellfire**... So here is a basic summary of the setup, rules and a list of cards—that should satisfy both players and collectors until the cards actually come out. The rule book is included with each deck and it includes variants and tournament rules as well. **Spellfire**'s art is the full size of the card and since it's being printed in the US, cards may be rare but overall they shouldn't be scarce for too long between print runs. There are 425 cards in the **Spellfire** set, some rare, uncommon and common, with 25 chase cards inserted into boosters. Cards are divided into **Forgotten Realms**, **AD&D**, **Dark Sun**, and **Greyhawk** to begin with. Expansions are scheduled as follows: (approximately every three months starting with GEN CON 1994) **Ravenloft**, **Dragonlance**, **Al Qadim**, **Planescape**, **AD&D**, **Forgotten Realms**. **Spellfire** decks come pre-loaded with 110 cards, ready for two players. So for the price of \$8.95 US, you're ready to play, and can customize your deck by trading or buying expansion booster packs.

[The following has been excerpted from the TSR rulebook for **Spellfire** © 1994 TSR, Inc.]

THE RULES

GETTING STARTED: The **SPELLFIRE** card game is for two or more players. Each player needs a **SPELLFIRE** card deck. Games with more than two players will need a fairly large table for players to array their cards on.

THE DECK: A standard **SPELLFIRE** game deck contains 55 cards: a mixture of *realms*, *holdings*, *champions*, *allies*, *events*, *magic spells* and *magical items*. The precise mix depends on the deck and the player, but it can contain no more than 15 *realms* and 20 *champions*. Many of the cards have special powers in the game. Where a card's ability contradicts this rule book, the card takes precedence.

TERMS: **Allies** are cards that increase a champion's level in combat. Allies are only allies; they are never considered monsters, heroes, wizards or clerics. **Artifacts** are powerful magical devices that must be attached to champions from the same world. **Attached Cards.** Magical items and artifacts are attached to champions when played; holdings are attached to realms. Attached cards always stay together. A **Battle** is an attack against a realm. A battle may last several rounds. **Champion.** A card with a hero, wizard, cleric or monster icon in the upper left hand corner is a champion. Only champions can lead attacks or defenses. Clerics are champions who cast clerical spells. **Events** are cards with special effects that can be played at any time. **Flyers** are champions or allies that can attack any realm, regardless of its position, by flying over intervening realms. **Heroes** are champions who can lead allies but cannot cast spells. **Holdings** are

cards that attach to a realm and confer special advantages. **Level** is a number in the icon of champion and ally cards. A champion's level is a base number; an ally's level modifies a champion's level. **Magical items** are devices with inherent magical power. They must be attached to champions. **Monsters** are nonhuman champions. Some monsters can cast spells (this is noted on their cards). When cards refer to monsters, they refer only to monster champions. **Pool:** Champions that have been put into play and are no longer in the player's hand are kept in the pool. Champions can be moved from a player's hand to his pool, where they can be used at any time but are visible to all other players. **Razed realms** are realms that have been defeated in battle; they are turned face down. **Realms** are cities, forests, rivers, valleys, castles and other locations that owe fealty to the player. A **Round** is a single champion vs. champion or champion vs. realm combat. A battle may last several rounds. **Spells** are cast by wizards and clerics. Some alter the outcome of a battle, some negate other spells, and some have other, distinctive effects. Wizards cannot cast cleric spells and vice versa, unless another card gives them that power. Each spell lists whether it is defensive or offensive, and what steps it can be cast in. Ex: (Off/3), (Def/4), etc. **Undead** are a special type of champion or ally. A card without the notation "Undead" is never undead. **Wizards** are champions who can cast wizard spells. **World** refers to the origin of a realm, holding, champion or artifact and is noted by a logo on the card. To attach an artifact to a champion or a holding to a realm, their world logos must match.

WINNING: A game ends when one player has six realms in play and none of them are razed. The player with six realms wins.

Exception: If any player draws his last card, the game ends when that player finishes his turn. The player with the most face-up realms wins.

SETTING UP: Each player shuffles his deck thoroughly and places it face-down on the table. This is the player's draw pile. Each player has his own draw pile and never draws cards from any other draw pile. Each player then draws five cards to form his starting hand. Play begins with the oldest player taking the first turn and proceeds clockwise around the table.

TURN SEQUENCE: Every player must perform steps 1, 5, and 6 every turn. Steps 2, 3, and 4 are optional. 1) Draw three cards from your draw pile. 2) Play one realm from your hand, OR replace a razed realm; you may also play one holding. 3) Play any number of champions, magical items and artifacts into your pool; cast spells and use magical items with non combat effects. 4) Attack one realm of another player with a champion from your hand or your pool. 5) Discard, if necessary, to reduce your hand to eight cards. 6) Tap on the table to signal the end of your turn. Play moves to the left.

REALMS: Realms represent areas that are loyal to the player. They are the focus for attacks and defenses. During step 2 a player can either play on

new realm or rebuild or replace one razed realm, but cannot do both. One holding can be played in any case.

THE FORMATION: As realms are played, they form a triangle with its base toward the player. The first realm played is the top point of the triangle. The second row must be filled before any realms can be played in the third row. Each realm protects the two realms directly behind it by shielding them from attack. A realm cannot be attacked if it is behind another intact realm (except by flyers). A razed realm offers no protection.

RAZED REALMS: A razed realm is turned face down. It is not removed from its position in the formation or discarded. If a holding is attached to that realm, it is discarded. A player can discard a razed realm if he has another realm in his hand to play in its place during step 2. A razed realm can be rebuilt (flipped up) in two ways: 1) certain spells and events can rebuild a realm; 2) discarding any three cards from your hand and/or pool during step 2 allows a realm to be rebuilt.

ATTACKING AND DEFENDING: During step 4 of the turn, a player can attack one realm of another player. An attack follows in this sequence: 1) The attacker indicates which realm is being attacked.

2) The attacker selects a champion from his hand or pool and presents it as the attacking card. 3) The defender selects a champion from his hand or pool and presents it as the defending card. If there is no defense, the realm is razed. 4) If the attacker's level is highest, the attacker is winning; if the defender's level is highest or the levels are the same, the defender is winning. 5) Whichever player is losing can play allies, spells, magical items, an artifact, and/or events to swing the outcome back in his favor.

6) Players alternate playing cards until someone either can't or won't alter the combat any further. 7) Whichever player has the highest adjusted level wins that round; the defender wins ties. 8) The winner places his champion and its attached cards in his pool and discards all allies and spells. (If the attacker has no realms, his champion must be discarded.) All defeated cards are discarded. If the defeated card is an undefended realm, it is razed.

9) Steps 1-8 constitute one round of battle. If the attacker won the round but the realm under attack was not razed, he may select another, different champion and start another round. If the attacker lost or the defending realm was razed, the battle is over. 10) After the battle (not each round), the winner draws one card of spoils of victory.

SPOILS OF VICTORY: If a realm is razed, the attacker gets to draw on a card from his pile. If the attacker is defeated and discarded, the defender gets to draw one card from his draw pile. This drawn card can be played immediately. The play must be legal in all ways except for turn sequence restrictions. If the card isn't played it can be held in the player's hand, returned to the top of the draw pile or discarded.

There's lots more to learn about **Spellfire**, but these rule excerpts should give you an idea of gameplay. **Spellfire** should hit the stores the first week of July, so you'll have to wait until then to actually play...

SPELLFIRE™ CARD COLLECTOR LIST

1	Waterdeep	70	Cleric of Mask	139	Duchy of Tenh	208	Ring of Shooting Stars
2	Menzoberranzan	71	Drow Matron	140	Burneal Forest	209	Arms of Veluna
3	Zhentil Keep	72	Dracolich	141	Castle Hart	210	Fast Talking!
4	Shadowdale	73	Vasos Flameslayer	142	Armsof the Horned Society	211	Flight
5	Cormyr	74	Allais of the Mists	143	Arms of Iuz	212	Shapechange
6	Sembia	75	Grypt the Saurial	144	Arms of Greyhawk	213	Barbarian Raiders!
7	Moonshae Isles	76	Worden Ironfist	145	Arms of the Great Kingdom	214	Treasure Fleet
8	Thay	77	Amarill	146	Arms of Furyondy	215	Potion of Fire-Breathing
9	Calimshan	78	Joliet the Rash	147	Arms of Nyrond	216	Arms of the Shield Lands
10	Pirate Isles	79	Dwarf of Earthfast	148	Skull Keep	217	Net of Entrapment
11	Ravens Bluff	80	The Black Courser	149	Fortification	218	Johydee's Mask
12	The Great Rift	81	Hornhead Saurial	150	Siege!	219	Helm of Teleportation
13	Myth Drannor	82	Dagrande	151	War Banner	220	Rod of Dispel Magic
14	Vaasa	83	Mind Flayer	152	Codex of the Infinite Planes	221	Draj
15	Jungles of Chult	84	Noble Djinni	153	Crystal of the Ebon Flame	222	Raam
16	The High Forest	85	Hubadae	154	Hordes of Castle Greyhawk	223	Urik
17	Sword Coast	86	Intellect Devourer	155	Skeletal Horde	224	Tyr
18	Anauroch	87	Shandrill	156	Eye and Hand of Vecna	225	Gulg
19	Impiltur	88	Triceratops	157	Orb of Dragonkind	226	Nibenay
20	Icewind Dale	89	Cleric of Malar	158	Baba Yaga's Hut	227	Balic
21	The High Moor	90	Airship	159	Chariot of Lyrex	228	The Mud Palace
22	Rashemen	91	Bad Omens	160	Cup of Al'Akbar	229	North Ledopolus
23	Damara	92	Fortunate Omens	161	Rary the Traitor	230	South Ledopolus
24	Narfell	93	Rod of Shapechange	162	Mordenkainen	231	Altaruk
25	Dragonspear Castle	94	Dwarven Hammer	163	Tysiln San	232	Salt View
26	Daggerdale	95	Staff of Striking	164	Otto	233	Ogo
27	Darkhold	96	Horrors of the Abyss	165	Mica the Wolf-Nomad	234	Makla
28	Haunted Hall of Eveningstar	97	Flameblade	166	"Lolth, the Spider Queen"	235	Kalidnay
29	Evermeet	98	Figurine of Wondrous Power	167	Iuz the Evil	236	Arkhold
30	The Trollmoors	99	Cataclysm	168	Mutiny!	237	Salt View
31	Berdusk	100	Good Fortune	169	Swordwraith	238	Waverly
32	Tantras	101	Surprise Raid	170	Sysania	239	Bodach
33	Mulmaster	102	Banner of the One-Eyed God	171	Kiara of Chendl	240	Giustenal
34	Hillsfar	103	Viperhand	172	Hettman Tsurin	241	Yaramuke
35	Suzail	104	Orb of Doom	173	Griffon	242	Lost Oasis
36	Arabel	105	Staff of Conjuring	174	Sea Zombie	243	Grak's Pool
37	Fortifications	106	Spell of Formless Horror	175	Mist Wolf	244	Silver Spring
38	Fortifications	107	Safe Harbor!	176	Tyrinon	245	Bitter Well
39	Selune	108	Labor of Legend	177	Quamiela the Dragon	246	Black Waters
40	Peasant Uprising	109	Wand of Light	178	Seragrimm the Just	247	Fort Melidor
41	Alias the Sell-Sword	110	Elf Galleon	179	Skulk	248	Dungeon of Gulg
42	King Azoun IV	111	The Free City of Greyhawk	180	Beserk Fury!	249	Ziggurat
43	Maligor the Red	112	The Lands of Iuz	181	Wolf Nomads	250	Temple
44	Elminster the Mage	113	The Pomarj	182	Zadoc	251	Mogadisho's Horde
45	Drizzt Do'Urden	114	Hold of the Sea Princess	183	Miles	252	Assassins
46	Midnight, Goddess of Magic	115	The Yeomanry	184	Trystan	253	Hafling Mercenaries
47	Torg Mac Cei, the Ironlord	116	Blackmoor	185	Thorvid	254	War Band
48	The Pereghost	117	The Horned Society	186	Fairy Madness	255	Kank Lancers
49	Bruenor Battlehammer	118	The Wolf Nomads	187	Nenioc	256	Nomad Mercenaries
50	Marco Volo	119	Sterich	188	Young Gold Dragon	257	Gladiators
51	The Harpers	120	Nyrond	189	Arch-Druid	258	Rikus
52	Gnomes of Samek	121	Veluna	190	Hell Hound	259	Neeva
53	Adventurers!	122	Furyondy	191	Griffon	260	Sadira
54	War Party	123	The Great Kingdom	192	Giant Skeleton	261	Agis
55	Crime Lord	124	Temple of Elemental Evil	193	Skeleton	262	Anavias
56	Adventurers	125	Greyhawk Ruins	194	Winged Horror	263	Vaerhirmana
57	The Jotunslayers	126	Perrenland	195	Treants of the Greenwood	264	Hermindar
58	Armies of Bloodstone	127	Keoland	196	Rangers of the Hornwood	265	Tkkyl
59	The Iron Legion	128	Celene	197	Magical Barding	266	Azhul
60	Tergoz Tenhammer	129	The Bright Desert	198	Border Forts	267	Chividal
61	Myrmidons	130	Theocracy of the Pale	199	Ren's Crystal Ball	268	Baqual
62	The Magister	131	The Bone March	200	Falcon Figurine	269	Rowan
63	Karlott the Shaman	132	The Duchy of Ernst	201	Transformation!	270	Shayira
64	King Halvor II	133	The Sea Barons	202	Enslaved!	271	Ashathra
65	Pteranodon	134	Bissel	203	Siege	272	Stug
66	The Gorgosaurus	135	The Scarlet Brotherhood	204	Bribery!	273	Ka'Cha
67	The Greater Feyr	136	Irongate	205	Charge!	274	Galek
68	Cleric of Gond	137	Principality of Ulek	206	Magic Sword	275	Wind Dancers
69	Cleric of Torm	138	County of Sunndi	207	Enlarge	276	Water Dancers

277 Silver Hands
 278 Sky Singers
 279 Silt Stalkers
 280 Night Runners
 281 So-ut
 282 Cistern Fiend
 283 Sloth
 284 Mul Savage
 285 Inhuman
 286 Pyreen
 287 Cha'thrang
 288 Spirit of the Land
 289 Thri-kreen
 290 Wijon
 291 Mikor
 292 Salicia
 293 Zurn
 294 Powell
 295 Baber
 296 Wachter
 297 Foucault
 298 Steffa Nafski
 299 Captain Kazhal
 300 Dasva
 301 Tithian
 302 Verrasi
 303 Defiler
 304 Dragon King
 305 Borys
 306 Preserver
 307 Punisher
 308 Gith
 309 Tiger
 310 Orb of Power
 311 Rings of All Seeing
 312 Treasure
 313 Shield of Destruction
 314 Shield of Annihilation
 315 Shield of Devastation
 316 Shield of Wickedness
 317 Shield of Gore
 318 The Heartwood Spear
 319 The Caravan
 320 The Necklace
 321 Elemental Cleric
 322 Elven Archer
 323 The Outcast
 324 Thugs
 325 Desert Warrior
 326 Desert Warrior
 327 Desert Warrior
 328 Marauder
 329 Shaqat Beetles
 330 Tembo
 331 Fireball
 332 Lightning Bolt
 333 Paralyze
 334 Magic Missile
 335 Wall of Fire
 336 Wall of Iron
 337 Wall of Stone
 338 Wall of Force
 339 Invisibility
 340 Cone of Cold
 341 Sleep
 342 Shield
 343 Fly
 344 Crushing Fist
 345 Anti-Magic Shell
 346 Dispel Magic
 347 Improved Phantasmal Force
 348 Fear
 349 Cure Light Wounds
 350 Cure Serious Wounds
 351 Sticks to Snakes

352 Blade Barrier
 353 Bless
 354 Sanctuary
 355 Wind Walk
 356 Bark Skin
 357 Charm
 358 Dispel Magic
 359 Darkness
 360 Protection
 361 Chariot of Sustarre
 362 Sunray
 363 Wall of Thorns
 364 Wall of Fore
 365 Holy Word
 366 Raise Dead
 367 Flame Strike
 368 Protection from Lightning
 369 Silence
 370 Invisibility to Undead
 371 Wall of Fog
 372 Forget
 373 Web
 374 Blink
 375 Hold Undead
 376 Charm Monster
 377 Wind of Disenchantment
 378 Black Tentacles
 379 Fire Shield
 380 Ice Storm
 381 Phantasmal Killer
 382 Solid Fog
 383 Animate Dead
 384 Cloudkill
 385 Feeble Mind
 386 Magic Jar
 387 Faithful Hound
 388 Passwall
 389 Rock to Mud
 390 Chain Lightning
 391 Death Fog
 392 Death Spell
 393 Disintegrate
 394 Geas
 395 Banishment
 396 Control Undead
 397 Finger of Death
 398 Spell Turning
 399 Ancient Curse
 400 Calm
 1 Sakornia
 2 Edomira, Red Dragon
 3 Gloriana
 4 Gib Ekim
 5 Neirgal, Green Dragon
 6 Dagaronzie, Green Dragon
 7 Fejyelsae
 8 Dragon Rage!
 9 Shalbaal, Red Dragon
 10 Delsenora
 11 Gib Evets
 12 Dori, the Barbarian
 13 Gib Htimen
 14 Darbee
 15 Aurum, Gold Dragon
 16 Halcyon
 17 Stryck
 18 Alicia
 19 Red Zeb
 20 The Avatar
 21 Smolder, Red Dragon
 22 Lovely Colleen
 23 Ember, the Red Dragon
 24 Andra the Wise
 25 Karm, Black Dragon

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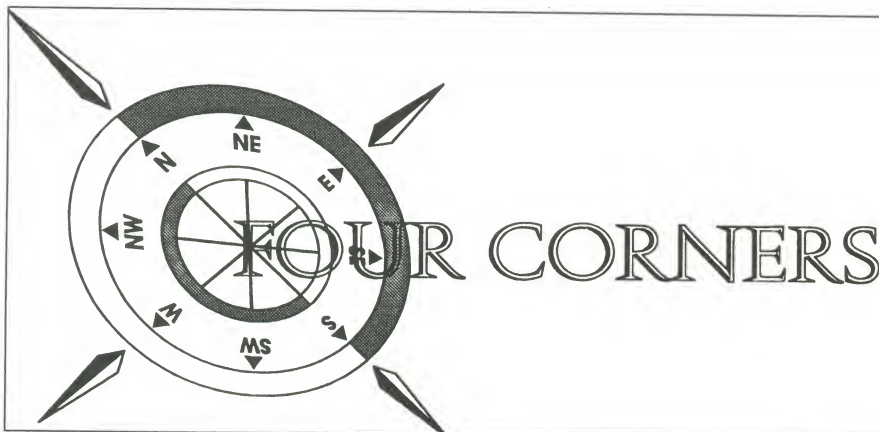
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Magic News From The Capital District Of New York State

Magic: The Gathering took hold with a vengeance here in the capital district during March, and by the second week of April there was hardly a *Magic* deck or booster pack to be found. We are located about 30 miles north of the Tri-cities of Albany, Troy, and Schenectady, and we were all just about sold out when one of our customers came in with a handful of new decks. He was happy to tell us that he got them from the *Waldenbooks* store in Glens Falls. Glens Falls is a large population center about 15 miles north of us. There are no gaming stores in that area and we had never given much thought to *Waldens* actually carrying the cards. On further checking we found this *Waldens* had been sitting with the cards for over 3 weeks and no one knew about it. Well this made us curious so we started calling all the *Waldenbooks* stores in the area. All had carried them and were now sold out. We also learned that most of the *B. Dalton* stores had carried cards and were similarly sold out. We're curious to find out whether or not this situation exists in the rest of the country.

In the "It Had To Happen" department, we were notified by a press release from *Harper-Collins Publishers* that a *Magic: The Gathering* novel would be released in late 1994 or early 1995. The novel will be titled *Magic: The Gathering—Arena* and is being written by William R. Forstchen, the science fiction writer. We have found out that Mr. Forstchen is not only a writer but is an avid gamer and game designer who was involved in the creation of a play-by-mail game business several years ago.

Here at *The Sci-Fi Shop* we hold a trading night every Thursday and it is attended by 20 to 30 players. We also hold a mini *King of the Mountain* tournament. Each time there has been a player who creates a 'killer' deck and

wins 4 to 5 games in a row until that player encounters a challenger with a killer deck of their own. It's amusing to watch the defeated scramble to reconfigure their deck to beat the latest champ. So far there has been no one completely immune to defeat.

While trading goes on, we also take part by trading cards and talking shop with our patrons. Our store mascot is *Skiffy*, a *Shivan Dragon*. I had personally wanted one for months but couldn't get anyone to trade it to me. One trading night, I decided to open a couple of decks. That was the night I got the *Shivan Dragon* in the first deck. Since then it's been our good luck *Dragon*. We even refused an offer of \$50.00 for it!

So the new *Revised* cards are here, and it must be said that the writing is certainly easier to read than before. However, this has been done at the cost of the color. The lightening process used has washed out some of the color giving some of the cards a pastel appearance. This works great for the very dark cards but most of the other cards don't fare as well. Recently, while talking to Ron Richardson of *Wizards of the Coast*, he mentioned that this lightening was intentional so that the cards would be easier to read. However, he is soliciting comments from the Internet. So if you have access, please let him know your feelings. We have let him know ours...

Some Comments From The Cages

Every once in a while, Karl lets me out of my cage. So with my limited time, I'll talk a bit about those 'killer' decks that Karl was talking about earlier. One deck created by a player named, Jason, consisted mostly of *Magic's* newest expansion, *Antiquities*. Staples included the *Ornithopter*, *Unholy Strength*, *Firebreathing*, *Detonate*, and *Land* destruction spells. In our last *King of the Mountain* tournament, Jason went on to win eight duels in a row. He was eventually defeated by Phil who concocted a degenerate *Flying Man* deck. It consisted of three types of cards: *Flying Men*, *Unstable Mutation*, and *Islands*. That was it. Annoyingly effective, it defeated Jason's deck and went on to earn nine wins in a row. I believe one of the challengers earns the dubious honor of being killed in less than one minute. To protect the names of the badly beaten, his identity shall remain anonymous.

Killer deck creation isn't hard but it takes some thought. For a killer deck to be truly effective, I've found that you have to base your deck on a certain principle. For example, one theme for a deck consisted of *Mana Shorting* the enemy. Marc, the guy who created this deck, put so many *Sinkholes* in his deck that *Dominia* must have looked like swiss cheese after he was done. To supplement his arsenal, he put in the *Demonic Hordes*. In short, without *Mana*, his opponents couldn't get the energy to cast spells. Another deck consisted of *Counterspells*, *Power Sinks*, and *Spell Blasts*. The idea behind this deck was to prevent your opponent from getting any spell into play.

To make an effective deck, you have to consider these aspects: *Mana*, *Speed*, *Offense* and *Defense*.

Mana—Simply put, without adequate sources of *Mana* in your deck, you cannot cast spells. A good ratio of *Land* to *Spells* is 1 to 3. Adding *Spells* and *Artifacts* which provide extra *Mana* is an excellent idea, especially when you have cards with high casting costs. **Speed**—Round one. You put down one *Island*, cast a *Merfolk of the Pearled Trident* and signal the end of your turn. Your opponent puts down one *Swamp* and with it casts a *Sengir Vampire* by casting two *Dark Rituals* before it. Your eyes bulge out of your head and you continue to show your cool by having a seizure. You may scoff and declare that such a thing is impossible. Not so. In fact, I've been on the receiving end of such a play. This is an example of speed in action. The faster you can get *Mana* and cast spells, the better. If you put too many spells with a high casting cost and not enough *Mana*, you'll find yourself waiting to cast your handful of *Sea Serpent* and *Craw Wurm* spells while your opponent blissfully attacks you with a horde of ten *Scryb Sprites*. However, there are several *Spells* and *Artifacts* which make your deck move quickly: *Dark Ritual*, *Wild Growth*, *Black Lotus*, *Mox gems*, *Sol Rings*, *Demonic Tutor*, *Jayemdae Tome*, etc.

Offense—Under offensive capability are spells and creatures which can do a lot of damage to your opponent or which can seriously affect your opponent's performance in some manner. *Gloom*, *Ice Storm*, *Lightning Bolt*, *Armageddon*, *Mahamoti Djinn*, and

Copper Tablet all come to mind when planning your offense.

Defense—Defensive capability allows you to hold off your opponent long enough to bring your offensive strength to bear. Strong defense allows you to eliminate threats to your performance. Spells like **Wall of Stone**, **Disenchant**, **Forcefield**, **Spell Blast**, **Simulacrum**, and **Fog** will help to slow your opponent down.

Of these four areas, *Mana Proportion* is the most important. Without putting proper amounts of it into your deck, you will lose either from lack of **Mana** or too much. In one multi-player game, I saw one opponent go through 22 rounds and he did not play one **Land** card. This opponent, in another game played the same evening, over-compensated by putting in too much **Land** and for 13 rounds drew nothing but **Land**. Needless to say, in both cases, the other players and I ignored him as a valid threat.

The last three areas, have to be balanced. If your deck is fast and highly offensive (Like Phil's *Flying Man* deck), you'll find yourself winning a lot. However, I've seen a slower moving deck beat a fast, offensive one, because it had tremendous defensive capability that could wear out an opponent.

In the end, there's no absolute formula which will help you make a killer deck that will win every time. However, in order to increase your chances, you have to know your colors and their respective strengths and weaknesses. Learn effective combinations of color and finally, be creative. You'll be a boring and readable opponent if you resort to the same tricks every time. But ultimately it's your personal style that will determine how your deck evolves.

If I get another chance to speak from my cage again, I'll talk a bit about some specific strategies I've learned which may help you beat your opponent. Till then, fellow Magi...



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An Introduction

Magic: The Gathering is a new card game which has become more popular than any other game system in years. The whole premise behind the game is that two magicians (or more) battle it out until one is destroyed. The wizards have many options, but most of all they must connect to their **Mana-base (Land)**. They can connect to one **Land** at a time. Once connected to this **Mana** (which *regenerates* every other turn) they can cast (Create) *Artifacts*, *Creatures*, *Sorceries*, *Instant*s, or *Interrupt*s. I believe that this game has even surpassed *UNO*, in some circles, and is more complex because of its unique deck building aspect. I have also seen *Spell-*

fire and Steve Jackson UK's *Battlecards*, and they don't come close to the *Magic* feeling of casting spells, building decks, and countering or nullifying your opponent's spells. I have seen many people fall prey to the addictive nature of this game. So, go out and buy a deck...

Advanced

For those of you who already know how to play, I would like to tell you about some of the awesome combinations which we have come up with at *Game Master, NJ*.

Single Card Combos

Usable in any deck because it requires only one of any card. Some of these combos work when using multiple copies of the cards.

1. Endless Time—**Animate Artifact** on a **Time Vault** and then **Instill Energy** on the new creature. (White/Green)
2. You're out of cards—**Wheel of Fortune**, **Millstone**, **Braingeyser**, **Ancestral Recall**, **Contract From Below**, **Howling Mine** and a **Black Vise** to do damage when they pick up more cards. (Red/Black/Blue)
3. Tap to Kill—Icy Manipulator with a **Royal Assassin** and/or **Nettling Imp**. You tap a creature during the other person's draw phase and then, during the attack phase, kill the creature with the **Royal Assassin** or force the opponent to attack with the **Nettling Imp**. (Black)
4. Thanks for the Creature—**Old Man Of The Sea** with a few **Holy/Unholy Strengths** and a **Diamond Valley**. Steal a creature and **Sacrifice** it. (Blue/White or Black)
5. One Round Kill—**Mountain**, **Black Lotus**, **Channel**, **Fireball** or **Disintegrate**. Put down the **Mana**. Use the **Black Lotus** to produce **Green Mana**, cast **Channel**, then use the **Mountain** for the casting cost of the **Fireball**. Use all but one of your *Life* to kill your opponent. (Red/Green)
6. Union Workers—**Mishra's Factory** with **Consecrate Land**. (White)
7. Karma Death—**Cyclopean Tomb** with **Karma**. (Any card but a Black card)
8. Death Bell—**Kormus Bell** with **Drop of Honey**. (Green used against Black)
9. Collosus—**Collosus** with **Instill Energy** or **Jandor's Saddlebag**.

Multi-Card Combos

When you can have at least a few copies of these cards.

10. **Growth and Berserk**—Attack with any creature if you have four of any combination of these four cards: **Giant Growth** or **Berserk** (at least one **Berserk**) and if he cannot block all the damage—you win. The creature gains *Trample* abilities. (Green)

Collectors/Players

For the Collectors or Players who have problems evaluating the cards which they have, or are trading for—here is a list of hot cards and why they are hot:

Black Lotus—3 **Mana** of any kind helps at any time.

Celestial Prism—For the players of multi-color decks.

Force Field—Great against those people who play powerful creatures.

Gauntlet of Might—For the red players.

Icy Manipulator—All Purpose stop a creature, tap opponents **Mana** during draw phase.

Meekstone—If you have all weak creatures.

Moxs—If your opponent is not playing an anti-*Artifact* deck.

Sol Ring—Extra **Mana** is always nice.

The Hive—Great way of making 1/1 creatures if you have excess **Mana**.

Winter Orb—Great against **Mana**-poor decks.

Bad Moon—Great also with a **Sleight of Mind**.

Contract From Below—If you are always running out of cards.

Demonic Hordes—If killing **Land** is your job.

Demonic Tutor—A must in any black deck or black combo deck.

Hypnotic Specter—Taking cards away, plus it only takes one **Dark Ritual** to cast.

Mindtwist—Take some more cards away.

Nightmare—For those **Swamp**-rich.

Royal Assassin—Put an **Unholy Strength** on it or **Bad Moon**.

Will-O-The Wisp—Great blocker.

Word of Command—With the **Glasses**.

Ancestral Recall—More cards.

Braingeyser—More cards again.

Control Magic—Why cast your own creatures when you can use someone else's?

Counterspell, **Power Sink**, or **Spell Blast**—Why even cast.

Magical Hack, **Sleight of Mind**—Change the card if it hurts you.

Mana Short—Can't cast if you don't have the **Mana**.

Time Walk—Useful anytime...

Vesuvan Doppelganger—If he attacks, you can block or attack on your turn.

Aspect of Wolf—Great with many **Forests**.

Birds of Paradise—Multi-color decks.

Cockatrice—With **Lure** and **Regenerate**.

Fungusaur—With a **Desert** or any one damage causing card.

Instill Energy—Attack and defend, or get 2 **Mana**.

Living Artifact—Two of them means you get back 2 life for every life taken.

Fork—Copies any *Sorcery* or *Instant*. Almost an eye for an eye.

Mana Flare—For those who cannot get enough **Mana**.

Raging River—Your opponent has too many creatures.

Sedge Troll—Black and red deck.

Wheel Of Fortune—If you are low on cards in your hand.

Balance—For the slow starters.

Blessing—One card that makes any white creature powerful.

Castle—Two of them makes almost any opponent think twice about attacking.

Crusade/Jihad—Makes white creatures scary.

Northern Paladin—Use black again.

Reverse Damage—You healed me...thanks.
Swords to Plowshares—White equivalent of Terror.

Veteran Bodyguard—Clarifications on Rules: only one of the Body Guards takes damage. Cannot split damage.

Dual-Land—All of the players of Multi-Color decks.

City of Brass—Multi-Color Decks.

Diamond Valley—Old Man and the Sea combo.

Aladdin's Ring—For those who can reduce the activation cost or those who have plenty of Mana.

Guardian Beast—For *Antiquities* players.

Khabal Ghoul—Multi-Player games where many creatures go to the graveyard. (Attack your creatures then cast the ghoul; Read the Ghoul card carefully.)

Island Fish Jasconius—Combine with Phantasmal Terrain.

Old Man of the Sea—Important combo card.

Desert Twister—Use to destroy any card in play.

Iff-Biff Efreet—A flying Pestilence.

Singing Tree—Including enchantments which increase the creature's power

Wyuli Wolf—+1/+1 with Instill Energy even better...

Ali From Cairo—1 Life until Ali goes to the graveyard.

Kird Ape—2/3 Creatures for one Mana if you have Forests in play.

Mishra's Factories—Cheap creature casting.

Mishra's Workshop—If you have many Artifacts.

Strip Mine—Use with special Land cards.

Urza's Mine, Power Plant, and Tower—If you have superfluous Mana.

Cursed Rack, The Rack, Black Vise—Place tight constraints on your opponent.

Ivory Tower—Slow starts.

Colossus of Sardia—9/9 Creature...Just add Trample and see where it takes you...

Ornithopter—Try with Firebreathing or Howl From Beyond.

Primal Clay or Shapeshifter—Gives you what you need when you need it.

Urza's Avenger—With a few power/toughness enhancements, a powerful creature.

Candelabra of Tawnos—Add a Gauntlet of Might.

Mana Flare—Unlimited Mana.

Tawnos's Coffin—Occupies powerful creatures.

Yawgmoth Demon—When 0 casting Artifacts are in play.

Power Artifact—Useful with high casting cost Artifacts.

Hurkyls Recall, Damping Field, Citanel Druid or Gaea's Avenger—When your opponent has too many Artifacts.

Crumble, Titania's Song—Removes Moxs.

Shatterstorm—If you play without Artifacts.

Agravian Archaeologist—When your graveyard is full of Artifacts.

There are a great many common cards which are very tradable, and a few rare ones which are very weak, but due to space I

couldn't comment on all the cards.

Army Leaders And Generals (collectible and playable)

Black—Lord of the Pit and Nightmare

Blue—Vesuvan Doppelganger and Mahamoti Djinn

Green—Gaea's Liege and Force of Nature

Red—Shivan Dragon and Rock Hydra

White—Personal Incarnation and Serra Angel



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Notes From The Eye Of The Hurricane

As I write this, sales of *Magic: The Gathering* cards have finally begun to slow down a little. The last black-edged series, *Antiquities*, has long since sold out; *Legends* isn't out yet and the supply of the white-edged *Revised* cards is starting to approximate the level of the demand. However, within the next month and over the Summer, the collectible card game market should get livelier than ever. With *Legends* out soon, followed by *The Dark* in the Fall, *Magic* is getting a good boost. Coming this Summer and Fall we have *Jyhad* from *Wizards of the Coast*, *Spellfire* from TSR and the ST:TNG card game from *Decipher*, to name a few. This expanding market should become very competitive and I believe this will result in the release of some excellent products.

In our corner of the world, the only packaged cards currently available are the white-edged *Revised* series of *Magic*. Sales of these cards slackened off a bit as soon as the supply became constant, however, they are now holding steady as more people are introduced to the game. Preorders for *Legends* have reached a fever pitch and many stores are sold out, even though the cards haven't yet arrived. *Spellfire* preorders are picking up speed; TSR released a draft of the rules to the public and the game looks very good. Although *Jyhad* isn't due out until Fall, the concept of *Vampire* translated into *Deckmaster* format has many people already sold on the idea (literally).

Now that there are no *Limited* card packs commonly available, the sales of individual cards are gaining momentum. Many late-comers to the game are buying full sets of *Alpha* or *Beta* black-edged cards, driving full set prices up. The average price for a full set of *Alpha* cards is \$1400, up from \$1200 last month. Full sets of *Beta* cards are going for \$900 on average, and mixed printing black-edged sets are running between \$500 and \$1000 depending on composition. Black-edged individual cards are still in great demand. Some of the most sought after cards are *Gaea's Liege*, *Mindtwist*, *Island Sanctu-*

ary, *Will-O'-The-Wisp*, *Black Lotus* and *Goblin King* with prices in the \$50 to \$100 range. Common black-edged cards which are seeing a lot of action include the *Alpha Scryb Sprites* at \$2, *Beta Merfolk of the Pearl Trident*, *Plague Rats* and *Twiddles* at \$1, and the *Swamp* added for the *Beta* run at 50 cents.

Arabian Nights is selling best in full sets. The average price for a full set is stable at \$200, up from \$100 in March. Single cards are selling well, with rare cards averaging \$9, uncommon \$5 and common \$2. In particular demand are *City in a Bottle*, *Aladdin, Iff-Biff Efreet*, *Aladdin's Lamp*, *Aladdin's Ring*, *Old Man of the Sea* and *Shahrazad*.

The *Unlimited Edition* (which turned out to be limited after all), is selling almost as well as the original black-edged *Beta* cards. Full sets of *Unlimited* are averaging \$700. *Unlimited* cards in special demand are primarily those dropped from the *Revised Edition*. In particular, all the *Moxs* are averaging \$15 each and the *Lich* is bringing in about \$20. Also in demand are *Twiddle*, *Gauntlet of Might* and *Stasis*.

Sales of *Antiquities* full sets are increasing slowly, with an average set going for \$180. Individual cards from this set are the slowest selling of all of the out-of-print series cards. Rare cards are averaging \$5, uncommon \$3 and common less than \$1. The most popular cards are the *Mishra's Factories* and *Power Plants*, *Urza's Miter*, *Yawgmoth Demon*, *Ashnod's Battle Gear*, and *Gaea's Avenger*. The most popular common card is the *Ornithopter*. The next few weeks will tell us much more about how the *Antiquities* cards are selling, as they only stopped being commonly available in packs, very recently.

Revised Edition cards, since they are still available in packs and the print run is getting bigger and bigger, are not worth much loose. Full sets are selling for \$50 (less than the price of a box of booster packs). Rare cards are averaging \$2, uncommon \$1 and the commons are selling for about 25 cents each. I doubt that the price on the cards from this series will go up in value very much, unless of course *Wizards of the Coast* decide to issue a *Re-Revised* set and make this a *Limited* printing.



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Help! My *Colossus of Sardia* is napping in the begonias!

Hello from Kalamazoo, Michigan. The latest news here on Collectible Card Games is that there is still only one: *Magic: The Gathering*. This will not likely be the case when next I write. However, for now, *Magic* is the only game in town. Ultimately, I would not be upset if it were always the only game of its type, but it is apparent that a virtual flood is

coming and so, since variety is the spice of life, I will be there watching and playing all of them.

The Collector's Market

Actually, there does not seem to be much of a Collector's market in Michigan. From all of the people I have talked to, even as far away as Ann Arbor and Traverse City, very few people here seem to be buying the cards for purely collectible purposes. We do have a dozen or so customers who put sets together, but they are the exception, not the rule. If the card is not worth playing with, it does not sell well as a single and it does not matter whether it is an *Alpha*, *Beta* or whatever. We seem to have a strong Player's Market... Pure and simple.

For this reason, my store has put all of the *Alpha* run away. Unless someone asks for them specifically, they are not out for sale. This move was made in the anticipation that eventually the *Alphas* will become a treasure, even here, and when that happens we want to have something to offer. The selection, when I compare it to the quickly depleted selection in our *Revised Singles*, is still quite good. Hopefully we will eventually gain some collectors, but for now I am willing to be patient.

Revised Edition

My store has sold Sports Cards for years, in packs and as singles. When *Magic* was released, it was an easy step to sell singles of these as well. We have had singles available for *Magic* for as long as we have been selling the packs. In fact, there were times when singles were all we had. I am happy to say that this is not the case any longer. We keep a binder with nine-pocket pages numbered to keep track of the singles on our price list. We only keep up to five of any card in a pocket, at any time. I place the extras aside. I then take all of these excess cards and make up *Spell Packs*. They usually contain between 12 and 24 spells, with no duplication in any pack. The packs are usually common cards, but there are occasionally uncommon cards mixed in. The price per card usually works out to be between 10 and 20 cents. These *Spell Packs* sell really well for us and keep us from having to keep track of back-up for the singles binder. The extra *Land* cards are treated the same way, but are not a random selection. I bundle them either as ten of the same type of *Land*, or as two each of the five types of *Land*. I sell these for \$1.75, at a steady pace.

The Fanfare Magic League

At the time of writing this article, the *Fanfare Magic League* has met twice. On each occasion, the event (which is held on Sunday) has drummed up much interest in the game. It is easy to see that twenty people, all crammed into the front of the store and all playing the same game, might turn some heads. We have nine teams of three players each, in the League. Each player must play doubles against each team twice. We are

going to be awarding trophies for the top finishers and expect the league to last most of the way through the Summer. The store team, *Terror Inc.*, is currently in Second Place (although we are ineligible for the prizes) and I am ranked Seventh.

I am excited about the arrival of *Legends* and look forward to writing about all of the amazing developments. See you in Issue#2.



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Wizards of the Coast revealed a new facet of the gaming industry when they released *Magic: The Gathering*. This new game caught on like wildfire, within weeks of its release, opening up a new concept of gaming. They could have made a trivial card game, where everyone plays with the same deck. This probably would have sat on the shelves collecting dust, instead of the national acclaim that this game has received. Rather than create that plain card game, *Wizards* created a game with rules so simple, and applications so complex that it captured the imaginations of gamers and non-gamers alike, from coast-to-coast. They invented a game for you and me, a game that we could personalize and make our own. When I pick up my deck, it is *mine*. It represents a mage that I have created, who then goes out into the field of battle on *Dominia*. I cherish my rare and powerful cards, and constantly seek out the ones which are missing; that perfect card that will complete my collection. I always seem to think that it will be in that next booster pack, and even if it isn't, I may have found someone *else's* final card, and hopefully can work out a trade which will benefit both of us. This is the most profound aspect of the game. The rare cards hold power, not only because of their abilities and the fact that people want to acquire them, but because they are not easy to come by. It is this combination of demand and rarity that gives them value.

A parallel can be drawn between *Magic* cards and the sports cards. In the sport card industry, they have been printing rare, uncommon, and common cards for decades. Sports fans dream about the chance of coming across that one card which will make their collection shine above the rest. Sometimes they are lucky enough to find a card shop which has their missing trophy, allowing them to complete their collection instantly, at a price—but this raises an interesting question.

Who sets the price?

The answer, like the game of *Magic*—itself, is at once both simple and complex. You set the price. Now, this doesn't give you the

ability to walk into the *Sword & Crown* and say, "Hey! I set the price! Gimme that *Royal Assassin* for fifty cents!" When I say *you*, I mean all consumers... and this is where the complexity lies. Those of you out there who are business majors may very well want to slap my hand for the way that I am about to abridge and butcher the laws of Supply and Demand—but I'm just attempting to get the basic point across. The law of Supply and Demand states that there should always be adequate supply for the demand of a product. The supply and demand should be equal. This is the most common business concept there is. If you have too much supply, then something is wrong. If you have too much demand, then again there is something wrong. The way to equalize supply and demand at the retail level, is by price adjustment. An excess of supply is remedied by lowering prices, which should increase demand. Too much demand can be curtailed by increasing prices. Eventually an equilibrium is achieved between supply, price, and the demanding consumer. So, by its very nature, a rare card is more expensive than a *Common* or *Uncommon* card, right? Well... almost right—let's hold on to that thought while we flesh out this concept a little more.

There is a more ephemeral side to this demand business. First and foremost, people have to *want* the item. Making something rare only increases its value if it has some value in and of itself. Applying this directly to individual *Magic* card sales, you will find that some *Uncommon* cards have higher prices than certain Rare cards. This happens because *Magic* is a game, and players value the cards based on a combination of playability and rarity: rarity alone does not determine value.

So what we have discovered at the *Sword & Crown* after six months of testing, is this equilibrium of supply and demand. And, as with everything, we have to constantly keep track of current trends in this new game genre, because demands change. Prices rise and fall as trends come and go. Look around... comic prices fluctuate, sports card's values change, and this is no different—it is dynamic, always in motion.

We have many different ways of keeping track of *Magic* trends. One important point is that our evaluation of a *Magic* card's value is not based on local impressions. The *Sword & Crown* keeps tabs on *Magic* sales across the country. We have received mail orders from as far away as Maryland for individual *Magic* cards. We check auctions on the Internet daily, for a larger and more diverse sample of *Magic* card values. We also talk with national gaming distributors, to get feedback on what they have heard about individual sales across the country, from towns and cities of all sizes. The *Sword & Crown* itself is also a good source of information, since it is located in a University town and has an open gaming table where *Magic* players continuously trade cards and play. Essentially, peo-

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ple from across the country meet in the store, find new combinations of cards which work well together, discuss what their opinions are on the game in general, and buy individual cards.

Being a collector, as well as a player, I feel that the opportunity to purchase *Magic* cards is a great advantage. Although some may feel uncomfortable buying specific cards (I have heard people say that they feel as if they are "cheating"), just think again on the parallel between *Magic* collectible cards and sports trading cards. The same way someone covets a rookie *Magic Johnson* basketball card, another may want a *Royal Assassin* or *Gaea's Liege*. There is a great sense of accomplishment when you have compiled a complete set of cards. Plus, as a player, you can increase the power of your deck by obtaining rare and potent cards—cards that might cost a fortune to acquire through random booster pack purchases.

So it is now official; the *Magic* card boom is not restricted to Playing Decks and Booster Packs, but now includes a highly developed retailing of individual cards. This magazine is your guide to card values, for *Magic: The Gathering* and other collectible playing card games as they are released. As the Midwest Contact for *SCRYE*, *Sword & Crown* will continue to stay informed and keep you updated on *Magic* card prices, as well as the prices of other collectible playing card games.



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Howdy from the Bluebonnet State... where, for approximately two weeks every year, we are blessed with an abundance of beautiful little blue flowers. After those couple of weeks however, they just disappear as if they'd never been here. As I write... the Bluebonnets are just beginning to make their final, graceful exits from our roadsides, parks and gardens, disappearing one by one, leaving behind the weeds and other flowers, like the fair golden-orange Indian Paintbrush, which grow along with them. Similar to the card game called *Magic*. Every week, the cards arrive; phone calls are made; and the cards are sold... They disappear as if they'd never been here. This is a frustrating fact. I don't believe that there is a single card/comic/game store in our area that manages to still have cards two weeks after any given shipment. With *Wizards of the Coast's* new shipping schedule, things will probably (read... hopefully) change, especially with the *Revised Edition*, but the expansions will more than likely follow the trend set by those pulchritudinous Bluebonnets.

Now that *Arabian Nights* and *Antiquities* have both come and gone and *The Gathering* is on its fourth incarnation, sales of booster

packs and starter decks have begun to level off. Single card sales are another story entirely. Single cards are like the other flowers and weeds that sprout amongst the Bluebonnets; long after the Bluebonnets disappear, they linger on. Some of the remaining foliage is pretty, some not quite so and in every case, the weeds always hang around a lot longer than the flowers. What I'm saying is, those really cool cards which everyone wants; no one will trade; and I can sell for \$10.00 or more; are gone—plucked from my garden of single cards... The ugly weeds, (*Copper Tablets*, *Ironclaw Orcs*, *CoP: White*) generally manage to hang around making my garden unattractive for a long time. Eventually they'll sell, of course, just like everything does, if you give it enough time. But who wants to wait that long? Pluck it out by the roots and toss it into the bonfire... That's what *Wizards of the Coast* did when they came out with their *Revised Edition*. However, I don't believe *WotC* would take it too kindly if they heard rumors of brush fires down in Texas which were started with piles of their product. No, I just let those pesky *Orcs* trample through my tropical island of *Djinns*, *Dragons* and *Dingus Eggs*, with nary a thought for their safety or deliverance. I rely on the attitudes and wants of my customers to weed my garden for me. Even those *Orcs* are prone to fall prey to someone with more money than weed killer.

I have found that it is those rare souls with more money than they know what to do with, who have really spurred the pruning. Those who desperately need (or desperately want) to finish their *Alpha* or *Beta* or even *Unlimited* Set, come shopping around and wind up in my store buying those few rare Indian Paintbrushes, or the not so rare weeds. I salute these stalwart individuals. I've been there. Soon after the *Beta* run was released, I found myself in want of only one card to complete my *Alpha* set. So off I went, scouring the countryside in search of lonely *Lifelace* from that round cornered print run. I found it finally and only had to pay a measly \$15.00 to secure it. It was all mine and there wasn't a feeling like it in the world—it was at that time, when we made the decision to sell single cards. The reason being, if I was willing to pay that much money for one card, then surely there were others like me. Boy did that nail ever get clobbered. Anyway, the decision made, we set up single cards for sale in each of our stores. At first it seemed like maybe we were on the wrong track, but soon enough we started to see a pretty serious push in that market. Discussing this with a few customers allowed us to determine that it was hardy souls, like myself, who just wanted to complete their set, who were vigorously plucking my flowers, weeds and other things from a garden seriously needing cultivation and fertilizer.

The fertilization came in the form of *Arabian Nights*. Immediately upon release of the sub-set, we culled some singles out and placed them with the other cards. As with *The Gath-*

ering (which are still selling nicely) they sold very well. Except for those really ugly weeds (I'll let you guess which ones), which only die-hards would look at. More Bluebonnets arrived just as it was starting to appear as though I would be stuck with weeds forever. *Antiquities* hit the scene with an explosion in sales which was in no way predictable. We took better care of our garden this time. We planted seeds sparingly so most of the time there were at least a few sprigs of Indian Paintbrush sprouting amongst the numerous weeds. The flowers continued to blossom, albeit somewhat more slowly than before. Those high-dollar cards led the way with the middle-range cards following close behind. The low-end cards are, of course, lagging far behind in both volume and income. It seems that there is no end to the madness and that no matter how the cards are priced they're going to sell quickly—But that isn't my philosophy. I price cards based on a number of different and widely varying factors. Rarity, of course, plays a vital role. Power, availability and demand, are also very important variables in the equation, which derives the final price of a single card. Oftimes, it's sheer experimentation, but my customer's needs are always placed in the forefront. Pricing cards is a tricky business, but worth the work. So, my fellow *Magic* addicts, go and pluck your favorite flower from the garden of your preferred store, play it in the deck of your choice and may the best wizard dominate *Dominia*.



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South Texas Report

Magic: The Gathering is, as we all know, the hottest game around. *Magic's* greatest achievement is having introduced a new generation of folks to gaming. It has brought people to game stores, who previously were unaware of the industry.

The true *magic* of *The Gathering* is the dynamics which join the 13 and 30 year-old age groups in the search for the perfect deck. While some prefer *monster* 400-card decks, others search for the perfect balance in a 40-card deck. The collecting for collecting's sake is not nearly as heated a driver in the quest for cards, as the deck building aspect. Houston's players' most popular *Magic* cards are: *Royal Assassin*, *Northern Paladin*, *Force of Nature*, *Magical Hack* and *Fork*. Other cards in high demand are: *Mox Jewels* (any color, fetching prices of up to \$10 for *Beta* and \$7 for *Unlimited*), *Gauntlet of Might* (\$12 *Beta*, \$8 *Unlimited*), *Nightmare*, *Veteran Bodyguard*, *Elvish Archer*, *Mana Short*, and *Shivan Dragon*.

At local game stores, *Magic Nights* have been established for players to get together to play and trade. Popular playing styles are the *Em-*

peror Rules, Battle Circle with up to 10 people, and 2 on 2. (There is, of late, relatively little one-on-one playing!)

The local gaming Conventions have made extra space available to meet the demand of Magic players for tournaments. Some Conventions have even devoted themselves entirely to Magic. One coming up in August is dedicating an entire day to Magic events. Common tournaments are Official WotC Rules, Sharks Rules (no deck limits), Guppy Rules (beginners only) and the new, popular Emperor Rules. Every Con since last August has been inundated with zealous Magic players.

Magic availability was a problem earlier this year, but now stores are able to keep up with the customers' demand. Most stores only sell Decks and Boosters (and with so many new players, Decks are outselling Boosters in many cases), but some stores break down the decks and sell individual cards, as well as Battle Decks which are set up for a specific color.

Magic trading sessions are gruelling but still fun. Many attempt to present their best poker-faces to obtain the cards they desire. Others rely on more experienced players to mediate trades and to verify that rarity and quality of play cards are equal, in an exchange. The selling of cards, when a trade cannot be agreed upon, is also common. Unlimited and even Revised cards are exchanged for cash. There is a distinct difference between Players' trades and Collectors' trades. Beta and Alpha cards are not involved in the average Players' session. Most Players do not want black border cards because they usually call for a higher trading cost.

Collectors find private trading or buying sessions for Alpha and Beta cards. Their emphasis is usually to complete sets, either Alpha, Beta or Unlimited. The collectors are paying on an average, \$6 for an Arabian Nights booster and \$3 for Antiquities boosters. They are the most vocal about the projection that it will take 4.2 boxes of Legends to complete a set.

Most stores have long reserve lists for the upcoming Magic releases. Legends is eagerly awaited and many are curious as to what The Dark has in store for the game.

Reactions to the upcoming Spellfire from TSR are mixed. Spellfire will bring new gamers into the worlds of AD&D and to other collectible trading card games. Its length of life is yet to be seen. In playtest, the game played well, but it has limited versatility.

Decipher Games' Star Trek: The Next Generation card game will quickly find a home among Trekkers, but its life span will strictly depend on playability.

The game that will hit home is Jyhad. Sight unseen, it has already won the hearts of many White Wolf fans. Vampire players are devoted to the worlds of White Wolf. Their enthusiasm has players already asking lots of questions and reserving cards. When Jy-

had debuts, we will see another wave of people being introduced to card games and gaming.

As the card games and game players increase in number, it is imperative that we all maintain the primary goal of gaming...

Play hard and have fun... Go have some fresh squeezed OJ.



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Greetings from Infinity and Colorado!

The most important news for Magic players is Moxs. All of the Moxs and the Black Lotus have very high trade values and they are selling around town for between \$10 and \$16.00 each. A Shivan Dragon, a Lord of the Pit or a Force of Nature, plus additional cards, have all offered and traded for a Mox or a Black Lotus. Speaking of the power cards, the increased frequency of the big power cards in the Revised boosters has driven down the prices to saner levels, but more and more Duelists are discovering power cards do not always make for a winning deck.

So try this: Get together twelve Goblin cards, throw in four Goblin Kings (difficult to find but a lot easier than some cards), season with Hurr Jackals and Ali Babas (each have one casting cost), throw in a Keldon Warlord, an Earthbind (or two as this deck has little flying ability), two Orkish Oriflammes, if you can, a Gauntlet of Might (no more than four blast spells total), Fireball, Disintegrate or Lightning Bolt, Raging River, two Shatters, four Firebreathing and if you have them, an Ankh of Mishra and a Winter Orb for fun. This deck has two great strengths: it requires very little Mana to work and it can get out creatures faster than any opponent would like. Variations on this deck include using False Orders, Forcefield, more Keldons and fewer Goblin Kings, Black Vise and a Rack. This deck is creature intensive. My own version of this deck has twenty four creatures and twelve spells. Losing several creatures in combat will not make any difference to the effectiveness of this deck.

While we are discussing red cards, for newer players, Ali from Cairo is perfect with the Jade Monolith. You take all the damage through the Monolith and Ali keeps you alive. Risky, because Ali can be killed, but a pure red deck needs all the little tricks it can muster up. This is especially helpful later on in the game, to keep you alive when you would otherwise be long gone.

Arabian Land cards, especially Library of Alexandria, Island of Wak-Wak and City of Brass have become rarer and more expensive. Recently, Infinity sold packs from a last

box of Arabians for \$4.00 a pack. They sold out quickly.

Remember, when the Arabian boosters came out they sold for the same price as the Antiquities boosters. Everyone was sick of the Arabian boosters after they came out and everyone is sick of the Antiquities boosters now. Enough said! Other Arabian cards which are hot include: Old Man and the Sea, Singing Trees, Khabal Ghoul, Jihad, Guardian Beast and Ali From Cairo. At Infinity, the Guardian Beast sells for the same price as a Lord of the Pit or a Personal Incarnation.

Certain rare, Revised series cards are still hot and reprinting has not brought the prices of these cards down. The top ten revised edition cards are: Manaflare, Fork, Birds of Paradise, Northern Paladin, Nightmare, Mindtwist, Will-O'-The-Wisp, Gaea's Liege, Magical Hack and Sleight of Mind. These cards are definitely worth acquiring and holding on to, both for play and as an investment.

The two most difficult Revised Edition cards to acquire are the Gauntlet of Might and Forcefield. I expect the prices of these two cards (which are not re-printed) to edge higher and higher over the long haul.

Hope Legends makes it into your hands before you get to read this...



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In your hands you hold what could be one of the premier resources for players, traders and collectors of trading card games. As one of the southwestern advisors, my job is to guide you on where to find good deals, whether you are buying, selling or trading.

Albuquerque retailers purchased enough Magic stock early to maintain a steady supply, enabling consumers to buy M:TG pretty much on demand and at regular retail prices. As a result, the prices sought and received in Albuquerque are some of the most reasonable nation-wide. As WotC increases production and retailers do not have to order months in advance, this situation will change. At the moment, Albuquerque is a great place in which to buy cards but a lousy location for selling them.

In contrast, the Californian market has been consistently under-served. Variables in the distribution network, the large market areas, theft and lack of capital to build large inventories have caused Californian retailers major headaches, in the maintenance of M:TG stock. Recently one of our partners, while in southern California, encountered a retailer selling M:TG decks for \$22.50 and boosters for \$15.00. Even at those prices he was completely sold out!

Prediction Time

We remain unsure of the long term viability of *M:TG* cards as collectibles. As *Spellfire* and other trading card games become available, the potential for market saturation is real. We strongly encourage buyers of *M:TG* cards and other game cards to do so strictly for entertainment value and not for any speculative potential. Big buyers of comics and sports cards can vouch for big losses in recent years.

As I review the information available now, it is becoming apparent that *M:TG Legends* is going to be a screamer! *Arabian Nights* was a 78 card set, with about 5 million total cards printed. *Antiquities* was a 78 card set with 15 million cards printed. In both situations a buyer could get almost an entire collection in one box of 60 boosters. *Legends*, appears (as we go to press) to have 35 million cards in its print run for a 300+ card series. No collector will receive a complete set with one box of boosters. Add to the equation the market expansion, which is still strong in *M:TG*, and a winning pattern emerges. Auctions of complete sets of *Legends* are likely to set new standards for *M:TG* cards.

If you are in one of the markets where getting *M:TG* cards has been difficult, consider ways to get your local store to guarantee you delivery of *Legends* cards. It might even be worthwhile to prepay your *Legends* order. If *Legends* does turn out to be a hit, the extra effort will be well worth it. All that can derail this juggernaut is if the entire series consists of *Reverse Polarity*-style art.

Spellfire should be appearing on the shelves shortly. The game plays well, and TSR has worked hard to include great art. Even with these positives, our customers have chosen to be conservative. Our personal hesitations concern the differences between a good card game and a good collectible card game. It appears that any card game which had a prayer's hope of being released in 1994, has been retroactively re-tooled as a trading card game release. Even *WotC*, who invented the genre, made significant mistakes in the beginning. (Anyone remember the Superdecks in the *Beta* printing?) TSR should avoid overprinting *Spellfire* to avoid market saturation. If TSR resists the urge to print zillions of cards, *Spellfire* may well have an impact on the single card market.



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THE PHENOMENON

Magic: The Gathering—I shudder at the thought of just how many hours I have spent talking about this phenomenon in my store. I truly believe that there are very few places in

the civilized world that have not been exposed to this madness. If, back in August, my distributor had told me, "Look, I have this game which you can't go wrong with, that you can't keep enough of it in stock and that you will spend countless dollars on," I would have told him to take a reality break. The joke was on me.

First, a little Alaskan information for you. We are isolated from the rest of the United States, by Canada. We usually find that trends which are popular in the lower 48 (that's you guys reading this) States generally take about a year to get to us. This means that *Magic* should not have become popular up here yet. Wrong. When I introduced *Magic* to this great State, back in August of last year, I had no idea what sort of beast I had unleashed on its unsuspecting victims. Within roughly two months the wildfire had spread rapidly. I could not get enough cards to appease the ever-growing masses. Common phrases such as "Magic the what?" were no longer being heard. Alaska had taken notice.

This game is nothing short of a miracle. Never before in all of my gaming experience, have I seen anything like this. This game captures unwary people who usually dislike fantasy games or card games in general; It captures the old and young alike. This game captures the essence of fantasy games which you usually need suitcases full of rulebooks to play. To sum it up: WOW!

If your store does not presently sell *Magic: The Gathering*™ cards, it is time to follow the other lemmings. This is a game that you really can't lose with. I have people from all over the U.S. who call asking us to send them cards because their favorite stores don't have them. Wake up and get addicted like the rest of us!

Hobbycraft is not a card store. We sell cards now. *Magic* cards. Tons of them. There are certain cards that we cannot get enough of. These include such favorites as the *Northern Paladin*, *Blaze of Glory*, *Moxes*, *Force of Nature*, *Royal Assassin*, and *Doppelgang-ers*. There are many, many other cards which trade and sell heavily. One of our competitors refuses to sell common cards. Big mistake. The old saying about money burning holes in the pockets of kids, rings true here. Have money, must spend. Also many people like to build single or dual color decks and refuse to buy countless boosters to fill these up. It is easier to buy specific cards which are cheap. We take cards in at 50% of what we intend to mark them at. We offer store credit for these card purchases and the customer may buy anything we sell with this credit. (Usually they buy more cards.) Hard for the customer to go wrong.

BLACK-BORDERS

From what I hear, there seems to be an ever-shrinking market for black-border cards from the *Alpha* and *Beta* runs. Every day new people get into this game and they really couldn't care less about the border color. The exception to this rule, are the lim-

ited run supplements, such as *Arabian Nights* and *Antiquities*. Observation and experience have led us to market the *Alpha*, *Beta*, *Unlimited* and *Revised Editions* from the same price list.. We would rather sell more cards for less than sit on a card looking for that one special collector willing to spend more for it.

TOURNAMENTS

We have sponsored a couple of *Magic: The Gathering* tournaments with the support of *Wizards of the Coast*. I would like to take this opportunity to personally thank them for directly supporting the expansion of this game. It really does make a difference. In general, the tourneys have gone extremely well, with very few hangups. We do not require an entry fee to participate, but we do expect our rulings to be respected. Period. Our tournaments seem to be getting larger and larger. The judges each have a certain amount of cards which they use to give on-the-spot awards for creative play or good playing habits. This also seems to help a little. The first tournament that I know of that was held here, was run by a local comic and collectibles store. It went very poorly and many people playing were very disappointed with the results. *Duelist Convention Rules* were being followed to the letter, which was fine, however the judges also were allowed to play. Read that again. Well, this led to grumbling and dissent among the troops. No happy players there. Well, if you couldn't guess, the head judge won the tournament. No joking! Our judges do not play, nor do employees of our store. Don't fall into that trap. I was told that I could tell you all about clever card combinations and deck building ideas that I have heard about. Here are a few of my favorites:

FAVORITE CARD COMBOS

1. The *Sorceress Queen* using her ability in combination with a *Drop of Honey*.
 2. *Titania's Song* and *Wrath of God*.
 3. All of the *Mines*, *Towers* and *Power Plants* with the *Candelabra of Tawnos*.
 4. Using the *Gremlins* and any nasty *Artifact* which affects all players. Examples: *Howling Mine* and *Winter Orb*.
 5. Using the *Sorceress Queen* to increase creatures with low toughness scores like the *Birds of Paradise* or *Ali from Cairo* to survive attacks like *Disintegrate* and *Fireball*. (I like this one a lot.)
 6. *Forking a Demonic Tutor*, or a *Resurrection* to bring TWO creatures into play.
 7. Anything that gets around that accursed *Ivory Tower*. Alternate rule for the *Tower*: User must spend 1 *Mana* per *Life* gained in this way. Kind of puts a limit on this powerful card.
 8. A Regenerating *Dragon Whelp*. Pump him up all you want, so what if he dies?
 9. *Firebreathing Omnopters*. Marshmallows anyone?
 10. *Energy Flux* and the *Guardian Beast*. Sounds like a bad rock group.
- Well, that's enough talk, now go and play! Farewell and Happy Gathering!



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From The Northwest

Magic: The Gathering; first of all the deck-master games released by *Wizards of the Coast*, a little company up here in the Pacific Northwest. Nobody, including the company or the designer, *Richard Garfield*, really expected the game to explode quite the way it did.

Since it was released in August, *Magic* has taken over the Seattle area like nothing else before it. When it began, very few people were trying to get sets, focusing instead on playing decks. As a result, sets of black-border cards are hard to come by, selling for \$800.00 or more, a set. Sets of *Alpha* border cards are even rarer, and more in demand, selling for upwards of \$1200. Mixed-border sets and white-border sets are a little more common and therefore somewhat less popular.

Certain cards, of course, are more likely to have a fast turnaround in the singles book here at *Games Plus*. Any color *Mox*, the *Black Lotus*, and the *Shivan Dragon* have waiting lists that must be seen to be believed, and the *Dual Lands* are out almost as soon as they come in. *Nightmares*, *Royal Assassins*, and *Fungeusaur* are cards we don't see very often, and sometimes the only reason we believe that *Time Walk*, *Time Twister*, and *Vesuvan Doppelganger* are even real is that we have at least three phone calls for each one, daily.

Even some of the cards most people wouldn't think would sell, go fairly well. *Commons* and *Lands* fill out decks that are a little lean on certain colors, and sample decks can get someone who is new and unsure started in the game painlessly. Sample decks, or attack decks, are sets made by the store which consist of one color *Lands*, *Commons*, and two *Uncommon* cards, either of that color, or useful *Artifacts*. The decks are playable as they are, and two together make a beginning, tournament-legal play deck.

One of the more popular attractions at *Games Plus* are the tournaments held each month. Prizes are provided by the stores, usually ranging from a gift certificate, to packs of *Arabian Nights* or *Unlimited Edition* cards, all the way to a *Collector's Set*. Tournaments provide a place in which to test your skills in the game against the skills and abilities of other, usually different, opponents. Different opponents are a definite advantage, as most of the players in this area have a group of friends they usually play with. In the tournaments, new opponents mean new decks and new challenges. In addition, there is the fact that each player in the tournament gets a "point" for playing,

and more for placing. At the end of the year, the points will be totaled and those who have a minimum number of points or more will be invited to play in the year-end tournament; the winner of which will receive a small trophy for the year.

Each player has certain color decks which they like to play with. Each color shows up about equally in the tournaments I've run and participated in, although blue and red have a bit of a lead. There are certain tricks that come up, in the games; combinations of cards that are used to good and sometimes surprising ends. For example, nearly endless turns are available by combining *Instill Energy*, and *Animate Artifact* with *Time Vault*, although this is no longer allowed in most tournaments. What about preventing your opponent from getting an untap phase? Try *Stasis* and *Obelisk of Undoing*. And that *Elemental* bothering you? Try casting a *Berserk* on it, then covering the board with *Fog*. No one gets hurt, and the *Elemental* dies at the end of the turn. A combination one of the *Games Plus* Managers has found useful is to pair the *Old Man of the Sea* with the *Diamond Valley*. Use the *Old Man* to take a creature from the other side, and sacrifice it to the *Diamond Valley*. For an even better effect, try adding an *Instill Energy* to the *Old Man*, and get another creature for yourself.

Clubs are starting up based on the games, as well. *The Gatherers* is a weekly club that meets every Friday night. Each player brings an unopened starter pack and booster pack to their first meeting, and the club uses the collected cards to play with. Other stores in the area also sponsor tournaments, sometimes with different companies assisting. Some of the large businesses, such as *Microsoft*, also have clubs, where employees can get together and play one another on a semi-regular basis.

A game, a collecting set, and a social phenomenon, *Magic* is turning out to be more than expected. With the other deckmaster type games in the works, it seems as if this genre of games can only continue to grow.



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I have been a constant witness to the continued fascination which the gaming community has with *Magic: The Gathering*. When it hit, it hit hard, with everyone either wanting it or at least wanting to know about it. Here was a game that transcended the niches we all like to place games in. It wasn't just any card game. While the basic theme of the game was fantasy, it wasn't really what the cards were, but how they interacted with each other that was important. The game

has achieved a widespread following that few others can boast about. It has created a new kind of gaming which will spawn many imitations, but they will be hard-pressed to come close to the phenomenon of the original.

Now that collectible card games are the new craze, it will become important to keep track of card values, collectibility, and trends in popularity. Both serious collectors and casual gamers will want to know the relative worth of their collections. Trading will also become much easier when one knows how much a card is worth on the open market. I will attempt to give both the collector and the gamer insight into the relative trends and values cards have in this region. Because of my position as an employee in a gaming store, I have had the opportunity to discuss many of the unique aspects concerning *Magic* and the coming of many other games like it. They all seem to be very excited about the prospects of other card games to explore and enjoy. I personally feel that there is room for other games of this type, as long as the game manufacturers attempt to create a product with the same high production qualities and broad appeal which *Wizards of the Coast* has maintained for *Magic*. Appearance is everything in the tough market of game design.

A card's popularity has a major influence on its general worth. I have seen a simple card like the *Plague Rat* create a buying frenzy because of massive popularity. A card's rarity does play a part in its popularity. The red *Shivan Dragon* black-border fetched a very high single card price at a local gaming convention because it was rare and most people were not willing to trade it away. Sometimes a card's value will increase because of a consistent lack of the card in circulation. I know a lot of people who were looking for the *Antiquities* creature *Argavian Archaeologist* to complete a set, because so many display boxes were short that card.

The circulation within a gaming community will also contribute to the individual card's value. When the game first came out, I saw a trend in gamers who played black and red decks. This caused a scarcity of these colors in the trading market. Those who were trading cards of these colors were getting top value for them. A single red or black rare card could fetch two or three rares of any other color. One thing which helped perpetuate this kind of trading, was the lack of cards, due to the small initial print runs, and the absence of a reliable list which detailed the relative rarity of the cards in question. This kind of fore-knowledge can save embarrassment and at times, friendships.

The current move is away from single-color decks, and towards the trickier colors of blue and white. With the release of both the *Arabian Nights* and *Antiquities* expansion sets, white and blue combinations and mixtures have proven to be the decks of choice.

Arabian Nights strengthened white's lack of creatures and *Antiquities* has given blue an interesting twist in regards to *Artifact* heavy decks. With the upcoming expansion, *The Dark*, I think we will see a return to the darker side; to red and black again. The hot cards right now are the **Northern Paladin** (white), the **Mahamoti Djinn** (blue), and the white instant **Righteousness**. The **Royal Assassin** is still very popular, as well as the **Shivan Dragon**. (I personally think that this card's continued popularity is helped by the general appeal of dragons.) The **Rock Hydra**, **El-Hajjaj**, **Force of Nature** and **Cockatrice** are also in demand. There are a few new cards to watch for: the *Antiquities* cards **Urza's Avenger**, **Gaea's Avenger**, **Colossus of Sardia**, and the **Yawgmoth Demon** are becoming very hard to come by....

The buzz today is centered on the release of the new *Revised Edition* of the cards. The long wait between the *Unlimited* and *Revised Edition* did wonders for individual card sales, as everyone wanted cards no matter how they got them. Now that the wait is over, everyone wants to find out which cards were taken out of the new set, and which ones were added. *The Duelist* magazine gave us all a hint as to which *Arabian Nights* cards were being added, but no one knew which *Antiquities* were going in. Everyone agreed that the colors on the cards seemed a little faded, and this bothered a few people. We might actually see people looking for the *Unlimited Edition* cards because of the faded appearance of the new cards. I will keep my ears open for any trends in this direction. I have noticed a curious change in the relative occurrence of cards. In the previous editions of the cards, I noticed that certain *Rare* cards were more scarce than others. **Dual Land** cards were particularly rare, with most people having at best one of each. In the *Revised* set, the frequency of the **Dual Land** cards has increased. I have noticed a ratio of one **Dual Land** card for every three packs opened. This is a far cry from the previous ratio of one or two per display box. Something to note: the **Plateau Dual Land** card has new artwork, and the *Unlimited* version of this particular card may go up in value because of that. The first print run of the *Revised Edition* has also spawned at least one error card: the blue *Arabian Nights* card **Serendib Efreet** ended up with the green *Arabian Nights* **Iff-Biff Efreet** artwork in its place. This card will certainly be valuable from a collector's point of view.

There are a few cards that I once classified as very rare. Cards like **Lord of the Pit**, **Nightmare**, **Force of Nature**, **Shivan Dragon** and other powerhouse cards, seem rarer than others. In the *Revised Edition*, the scarcity of these cards has changed completely. I have seen one or more of these extra-special cards show up in the same booster display. When the game first came out, one was lucky to get even one of these cards in a display. If this is a national trend, the added numbers of these cards in circulation will certainly cause a dip in their individual card prices.

Another trend I have noticed is the adoption of the official tournament rules in general play. If one uses the rule of adding only four of any non-restricted card and only one of any restricted card (excluding the basic **Land** cards, of course) when constructing a game deck, it helps narrow the gap between the person who has five hundred cards and the one with thousands. From a card selling perspective, you will find that the *Common* and *Uncommon* cards will build up fast. Try to trade several *Uncommons* for single *Rares*, as people will be trying to obtain these cards in sets of four. Sell the common cards in decks of twenty to thirty cards to keep them flowing through.

Because store owners, collectors and gamers need to keep informed, publications like the one you are reading now help narrow the confusion gap. This new industry is going to grow quickly with new expansion decks and whole new collectible card games coming from *Wizards of the Coast* and other game manufacturers. I predict that we will see at least three of the big game manufacturers producing or announcing a collectible card game of some kind before the end of the year. Which ones will create their own mania? Only time will tell. Be prepared and informed.



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Is there anyone out there who *hasn't* heard of *M:TG* yet? Sometimes I don't think so. We get daily phone calls and people are constantly dropping into the store looking for that "magic game". And it certainly is just that—magic for both the consumer and the retailer.

Here in Toronto it's extremely popular, and growing rapidly. Word of mouth advertising, brings a lot of people into the store. All sorts of people play *M:TG*, and many of them are not into other games. A lot of women are playing, which is something I'm personally very happy to see. Gamers and collectors alike love the game. From a retailer's viewpoint, that kind of cross-market appeal is hard to beat. For the gamer, it means that the hobby is expanding. Other companies have announced their own collectible card games. Everyone wins.

The collector's market here is still somewhat unstable. A long period of drought after the *Limited Edition* sold out, left people starved for cards. Stores that were lucky enough to get some stock in, didn't have it for long. Some of our customers literally drove hours (in one case, all the way from Ann Arbor, Michigan) in order to buy a few starter sets. The few people who were willing to sell their cards, sold them at outrageous prices. Few stores (or individuals) speculated on the *Limited Edition* cards—*M:TG* took gamers by surprise,

and there just weren't enough cards to go around.

By the time the *Unlimited Edition* came out, there was a ready market for cards. People who had missed out on the *Limited Edition* quickly snapped up what cards they could find. Again, there wasn't enough to go around. Some players began to switch to the *Unlimited Edition* cards, freeing up some of the *Limited* for the collector's resale market. But the demand was growing, and soon cards just weren't available for sale at all—the only way you could get them was by trading, and hard bargains were drawn in those sessions.

The expansion sets were also very popular here. We put a limit on the number of booster packs a person could buy, in order to insure the greatest number of people got a chance to buy the cards. We don't like to cater to speculators, and this seemed to be the best way to avoid hoarding. Overall, *Arabian* cards sold extremely well. They still seem to be a bit more popular than the *Antiquities* cards—and harder to find. Many people seem to dislike the abundance of *Artifact* cards in the *Antiquities* expansion. Prices on booster packs for both expansions, rose steadily, though by the end of March, *Arabian* boosters were virtually impossible to find. *Antiquities* boosters are still available at a premium. Individually, *Arabian* cards still do better overall than *Antiquities*, except for the rarest *Uncommons*. The inclusion of *Arabian* and *Antiquities* cards in the *Revised Edition* has resulted in a slump in the popularity of many of the *Expansion* sets' cards.

The release of the *Revised Edition* brought a flood of cards into a waiting—and growing—market. Booster packs sold out long before the starter sets did, so we began splitting up starter sets, packaging up solid-color booster packs of our own. These contained a mix of all cards (including *Artifacts* and *Rares*), and were extremely popular—they sold almost as quickly as we could make them up. We found that many people (especially those who weren't really into collecting) liked buying a starter set or two, plus a few solid-color booster packs to help focus their decks. A lot of these customers didn't like the randomness of the regular boosters.

We also set up a casual trading market that enabled local collectors to get what they needed. The majority of this trading involved either *Unlimited* or *Revised* cards. *Limited Edition* cards were the only ones we bought outright (for resale) from collectors. We also sold a small number of *Unlimited* or *Revised* individual *Uncommons* and *Rares*, usually for prices between \$2-\$7 CND.

The most popular cards in our area during the last few months are: **Moxes**, **Black Lotus**, **Cyclopean Tomb**, **Serra Angel**, **Northern Paladin**, **The Hive**, **Demonic Hordes**, **Nightmare**, **Royal Assassin**, **Doppelganger**, **Copy Artifact**, **Singing Tree**, **Fork**, **Shivan Dragon**, **Argvian Archeologist**, **Yawgmoth Demon**, **Force of Nature**, **Gaea's Liege**, **Jihad**, **Tropical Island** and **Candelabra of Tawnos**.

MAGIC: THE GATHERING ALPHA CARD LIST

CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW
Air Elemental	U	Sum	U	\$3.14	\$2.13	\$2.00	Demonic Tutor	B	Sor	U	\$5.00	\$4.13	\$3.50	Jade Monolith	A	P	R	\$6.25	\$5.50	\$4.25
Ancestral Recall	U	Ins	R	\$16.00	\$8.75	\$5.75	Dingus Egg	A	C	R	\$6.50	\$6.00	\$5.00	Jade Statue	A	M	U	\$5.75	\$4.00	\$2.65
Animate Artifact	U	EArt	U	\$2.25	\$2.00	\$1.78	Disenchant	W	Ins	C	\$1.25	\$0.90	\$0.36	Jayemdae Tome	A	M	R	\$9.25	\$6.00	\$4.75
Animate Dead	B	EDCr	U	\$2.25	\$2.00	\$1.50	Disintegrate	R	Sor	C	\$1.20	\$0.83	\$0.28	Juggernaut	A	ACr	U	\$3.50	\$3.00	\$2.75
Animate Wall	W	EW	R	\$8.50	\$6.00	\$4.75	Disrupting Scepter	A	M	R	\$8.25	\$7.00	\$4.75	Jump	U	Ins	C	\$0.46	\$0.40	\$0.28
Ankh of Mishra	A	C	R	\$6.50	\$5.00	\$4.75	Dragon Whelp	R	Sum	U	\$5.36	\$4.00	\$2.65	Karma	W	E	U	\$3.66	\$3.00	\$1.50
Armageddon	W	Sor	R	\$12.25	\$8.00	\$5.75	Drain Life	B	Sor	C	\$0.75	\$0.41	\$0.28	Keldon Warlord	R	Sum	U	\$3.25	\$3.00	\$2.27
Aspect of Wolf	G	ECr	R	\$11.50	\$8.00	\$5.38	Drain Power	U	Sor	R	\$10.50	\$7.00	\$4.75	Kormus Bell	A	C	R	\$9.11	\$6.50	\$5.00
Bad Moon	B	E	R	\$11.35	\$8.00	\$5.75	Drudge Skeletons	B	Sum	C	\$0.50	\$0.41	\$0.28	Kudzu	G	EL	R	\$6.50	\$5.50	\$3.75
Badlands	B/R	DL	R	\$9.25	\$7.50	\$5.75	Dwarven Demolition Team	R	Sum	U	\$4.86	\$3.00	\$1.38	Lance	W	ECr	U	\$2.09	\$2.00	\$1.75
Balance	W	Sor	R	\$10.50	\$5.50	\$5.00	Dwarven Warriors	R	Sum	C	\$0.50	\$0.41	\$0.28	Ley Druid	G	Sum	U	\$2.00	\$1.89	\$1.00
Basalt Monolith	A	M	U	\$3.28	\$2.50	\$1.88	Earth Elemental	R	Sum	C	\$2.25	\$2.00	\$1.70	Library of Leng	A	C	U	\$3.00	\$2.00	\$1.50
Bayou	B/G	DL	R	\$9.25	\$7.00	\$5.75	Earthbind	R	ECr	C	\$0.46	\$0.40	\$0.28	Lich	B	E	R	\$11.00	\$8.75	\$5.63
Benalish Hero	W	Sum	C	\$0.71	\$0.40	\$0.28	Earthquake	R	Sor	R	\$8.50	\$6.00	\$5.00	Lifelace	G	E	U	\$2.63	\$2.18	\$1.88
Berserk	G	Ins	U	\$8.50	\$2.75	\$2.00	Elvish Archers	G	Sum	R	\$10.75	\$8.75	\$5.75	Lifelace	G	Int	R	\$6.50	\$5.00	\$3.00
Birds of Paradise	G	Sum	R	\$14.75	\$7.50	\$5.75	Evil Presence	B	EL	U	\$2.00	\$1.50	\$1.13	Lifetap	U	E	U	\$3.00	\$2.00	\$1.75
Black Knight	B	Sum	U	\$5.01	\$4.00	\$2.65	False Orders	R	Ins	C	\$1.89	\$0.60	\$0.40	Lightning Bolt	R	Ins	C	\$1.20	\$0.83	\$0.28
Black Lotus	A	M	R	\$25.00	\$15.00	\$12.15	Farmstead	W	E	R	\$8.50	\$6.00	\$5.00	Living Artifact	G	EArt	R	\$8.25	\$6.50	\$4.83
Black Vise	A	C	U	\$4.45	\$3.00	\$2.50	Fastbond	G	E	R	\$8.25	\$5.50	\$4.00	Living Lands	G	EL	R	\$9.25	\$6.00	\$4.75
Black Ward	W	ECr	U	\$2.00	\$2.00	\$1.25	Fear	B	ECr	C	\$0.50	\$0.41	\$0.28	Living Wall	A	ACr	U	\$2.25	\$2.00	\$1.90
Blaze of Glory	W	Ins	R	\$14.00	\$7.50	\$4.75	Feedback	U	EE	U	\$2.50	\$1.50	\$0.85	Llanowar Elves	G	Sum	C	\$0.60	\$0.41	\$0.28
Blessing	W	ECr	R	\$12.98	\$6.50	\$5.00	Fire Elemental	R	Sum	U	\$2.52	\$2.00	\$1.88	Lord of Atlantis	U	Sum	R	\$11.50	\$7.50	\$5.75
Blue Elemental Blast	U	Int	C	\$0.75	\$0.41	\$0.28	Fireball	R	Sor	C	\$1.20	\$0.83	\$0.28	Lord of the Pit	B	Sum	R	\$16.27	\$10.50	\$8.10
Blue Ward	W	ECr	U	\$2.00	\$2.00	\$1.00	Firebreathing	R	ECr	C	\$0.50	\$0.41	\$0.28	Lure	G	ECr	U	\$3.14	\$2.00	\$1.40
Bog Wraith	B	Sum	U	\$4.00	\$3.50	\$2.75	Flashfires	R	Sor	U	\$3.00	\$2.00	\$1.70	Magical Hack	U	Int	R	\$8.50	\$7.00	\$5.00
Braingeyser	U	Sor	R	\$11.94	\$8.00	\$5.00	Flight	U	ECr	C	\$0.50	\$0.41	\$0.28	Mahamoti Djinn	U	Sum	R	\$14.24	\$9.50	\$8.10
Burrowing	R	ECr	U	\$2.18	\$2.00	\$1.00	Fog	G	Ins	C	\$0.55	\$0.41	\$0.28	Mana Flare	R	E	R	\$9.25	\$6.50	\$4.83
Camouflage	G	Ins	U	\$3.50	\$1.25	\$0.80	Force of Nature	G	Sum	R	\$20.00	\$16.50	\$9.60	Mana Short	U	Ins	R	\$8.50	\$8.00	\$5.75
Castle	W	E	U	\$3.00	\$2.68	\$1.88	Forcefield	A	P	R	\$17.25	\$9.00	\$7.83	Mana Vault	A	M	R	\$9.25	\$5.50	\$3.88
Celestial Prism	A	M	U	\$3.00	\$3.00	\$2.25	Forest Path	G	L	C	\$0.30	\$0.25	\$0.13	Manabarbs	R	E	R	\$8.00	\$5.50	\$4.38
Channel	G	Sor	U	\$3.50	\$3.00	\$2.50	Forest Rocks	G	L	C	\$0.30	\$0.25	\$0.13	Meekstone	A	C	R	\$8.50	\$5.50	\$4.75
Chaos Orb	A	M	R	\$12.50	\$10.00	\$5.00	Fork	R	Int	R	\$12.69	\$8.15	\$6.00	Merfolk of the Pearl Tr	U	Sum	C	\$0.63	\$0.41	\$0.28
Chaoslace	R	Int	R	\$6.50	\$5.00	\$3.00	Frozen Shade	B	Sum	C	\$0.50	\$0.41	\$0.28	Mesa Pegasus	W	Sum	C	\$0.55	\$0.41	\$0.28
CoP:Blue	W	E	C	\$0.68	\$0.50	\$0.28	Fungusaur	G	Sum	R	\$10.75	\$9.50	\$8.13	Mind Twist	B	Sor	R	\$10.75	\$7.00	\$5.23
CoP:Green	W	E	C	\$0.68	\$0.50	\$0.28	Gaea's Liege	G	Sum	R	\$18.00	\$15.00	\$6.65	Mons's Goblin Raiders	R	Sum	C	\$0.60	\$0.41	\$0.28
CoP:Red	W	E	C	\$0.72	\$0.50	\$0.28	Gauntlet of Might	A	C	R	\$21.00	\$10.00	\$8.58	Mountain Blue	R	L	C	\$0.30	\$0.25	\$0.13
CoP:White	W	E	C	\$0.55	\$0.50	\$0.28	Giant Growth	G	Ins	C	\$0.63	\$0.41	\$0.28	Mountain Browns	R	L	C	\$0.30	\$0.25	\$0.13
Clockwork Beast	A	Cr	R	\$10.45	\$8.50	\$6.88	Giant Spider	G	Sum	C	\$0.60	\$0.41	\$0.28							
Clone	U	Sum	U	\$4.00	\$3.54	\$2.75	Glasses of Urza	A	M	U	\$2.00	\$2.00	\$1.75							
Cockatrice	G	Sum	R	\$11.85	\$8.50	\$7.50	Gloom	B	E	U	\$3.27	\$3.00	\$2.75							
Consecrate Land	W	EL	U	\$4.50	\$4.00	\$1.50	Goblin Balloon Brigade	R	Sum	U	\$2.00	\$1.50	\$1.13							
Conservator	A	M	U	\$2.50	\$2.00	\$2.00	Goblin King	R	Sum	R	\$11.85	\$8.50	\$5.75							
Contract from Below	B	Sor	R	\$7.50	\$5.00	\$4.00	Granite Gargoyle	R	Sum	R	\$11.00	\$8.50	\$4.88							
Control Magic	U	ECr	U	\$3.77	\$3.30	\$2.50	Gray Ogre	R	Sum	C	\$0.75	\$0.41	\$0.28							
Conversion	W	E	U	\$2.52	\$2.00	\$1.88	Green Ward	W	E	U	\$2.00	\$1.77	\$1.00							
Copper Tablet	A	C	U	\$4.50	\$2.00	\$0.75	Grizzly Bears	G	Sum	C	\$0.50	\$0.41	\$0.28							
Copy Artifact	U	E	R	\$8.07	\$6.50	\$4.75	Guardian Angel	W	Ins	C	\$0.50	\$0.41	\$0.28							
Counterspell	U	Int	U	\$3.51	\$3.00	\$2.83	Healing Salve	A	M	R	\$9.25	\$5.50	\$4.88							
Craw Worm	G	Sum	C	\$0.82	\$0.75	\$0.40	Helm of Chatzuk	R	Sum	C	\$0.80	\$0.41	\$0.28							
Creature Bond	U	ECr	C	\$0.63	\$0.41	\$0.28	Hill Giant	W	ECr	C	\$0.55	\$0.41	\$0.28							
Crusade	W	E	R	\$12.00	\$6.50	\$4.50	Holy Armor	W	ECr	C	\$0.50	\$0.41	\$0.28							
Crystal Rod	A	P	U	\$2.77	\$2.00	\$1.75	Holy Strength	B	Ins	C	\$0.58	\$0.40	\$0.28							
Cursed Land	B	EL	U	\$2.00	\$1.50	\$1.25	Howl from Beyond	A	C	R	\$10.00	\$8.00	\$5.00							
Cyclopean Tomb	A	M	R	\$15.75	\$12.50	\$8.75	Howling Mine	R	Sum	C	\$0.75	\$0.41	\$0.28							
Dark Ritual	B	Int	C	\$0.73	\$0.41	\$0.28	Hurricane	G	Sor	U	\$3.00	\$2.00	\$1.75							
							Hypnotic Specter	B	Sum	U	\$5.25	\$4.13	\$3.00							
							Ice Storm	G	Sor	U	\$3.50	\$1.75	\$1.08							
							Icy Manipulator	A	M	U	\$8.75	\$7.00	\$3.65							
							Illusionary Mask	A	P	R	\$9.88	\$6.75	\$5.75							
							Instill Energy	G	ECr	U	\$3.14	\$2.00	\$1.88							
							Invisibility	U	ECr	C	\$1.38	\$0.70	\$0.36							
							Iron Star	A	P	U	\$2.50	\$2.00	\$1.75							
							Ironclaw Orcs	R	Sum	C	\$0.46	\$0.40	\$0.28							
							Ironroot Treefolk	G	Sum	C	\$0.60	\$0.41	\$0.28							
							Island Sanctuary	W	E	R	\$8.95	\$6.00	\$5.00							
							Island Blue	U	L	C	\$0.30	\$0.25	\$0.13							
							Island Golden	U	L	C	\$0.30	\$0.25	\$0.13							
							Ivory Cup	A	P	U	\$2.50	\$2.00	\$1.75							
Darkpact	B	Sor	R	\$9.25	\$5.50	\$4.00														
Death Ward	W	Ins	C	\$0.60	\$0.41	\$0.28														
Deathgrip	B	E	U	\$2.50	\$2.00	\$1.75														
Deathlace	B	Int	R	\$6.50	\$5.00	\$3.00														
Demonic Attorney	B	Sor	R	\$8.25	\$6.25	\$4.75														
Demonic Hordes	B	Sum	R	\$17.00	\$8.65	\$7.88														



MAGIC:THE GATHERING ALPHA CARD LIST

CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW
Plains Trees	W	L	C	\$0.30	\$0.25	\$0.13	Unholy Strength	B	ECr	C	\$0.55	\$0.41	\$0.28	War Mammoth	G	Sum	C	\$0.60	\$0.41	\$0.28
Plateau	R/W	DL	R	\$8.07	\$7.00	\$5.75	Unsummon	U	Ins	C	\$0.50	\$0.41	\$0.28	Warp Artifact	B	EArt	R	\$6.50	\$5.00	\$3.38
Power Leak	U	EE	C	\$0.60	\$0.41	\$0.28	Uthden Troll	R	Sum	U	\$3.27	\$3.00	\$1.75	Water Elemental	U	Sum	U	\$3.00	\$2.00	\$1.63
Power Sink	U	Int	C	\$0.55	\$0.50	\$0.36	Verduran Enchantress	G	Sum	R	\$11.25	\$8.00	\$4.75	Weakness	B	ECr	C	\$0.46	\$0.40	\$0.28
Power Surge	R	E	R	\$6.50	\$5.00	\$4.00	Vesuvan Doppelganger	U	Sum	R	\$13.53	\$12.00	\$9.75	Web	G	ECr	R	\$6.50	\$5.50	\$4.00
Prodigal Sorcerer	U	Sum	C	\$0.92	\$0.80	\$0.40	Veteran Bodyguard	W	Sum	R	\$13.00	\$10.50	\$6.98	Wheel of Fortune	R	Sor	R	\$10.01	\$6.00	\$4.75
Psionic Blast	U	Ins	U	\$3.68	\$2.00	\$1.63	Volcanic Eruption	U	Sor	R	\$11.00	\$6.00	\$4.38	White Knight	W	Sum	U	\$4.86	\$4.00	\$2.65
Psychic Venom	U	EL	C	\$0.79	\$0.50	\$0.28	Wall of Air	U	Sum	U	\$2.50	\$2.00	\$1.75	White Ward	W	ECr	U	\$2.00	\$2.00	\$1.00
Purelace	W	Int	R	\$6.50	\$5.00	\$3.00	Wall of Bone	B	Sum	U	\$3.00	\$2.00	\$1.75	Wild Growth	G	EL	C	\$0.50	\$0.41	\$0.28
Raging River	R	E	R	\$11.00	\$8.50	\$5.23	Wall of Brambles	G	Sum	U	\$2.68	\$2.00	\$1.75	Will-O'-The-Wisp	B	Sum	R	\$11.00	\$7.50	\$4.88
Raise Dead	B	Sor	C	\$0.46	\$0.30	\$0.28	Wall of Fire	R	Sum	U	\$2.52	\$2.00	\$1.94	Winter Orb	A	C	R	\$8.07	\$6.00	\$4.75
Red Elemental Blast	R	Ins	C	\$0.75	\$0.41	\$0.28	Wall of Ice	G	Sum	U	\$2.68	\$2.00	\$1.88	Wooden Sphere	A	P	U	\$2.50	\$2.00	\$1.75
Red Ward	W	ECr	U	\$2.00	\$2.00	\$1.25	Wall of Stone	R	Sum	U	\$2.68	\$2.00	\$2.00	Word of Command	B	Ins	R	\$11.00	\$10.00	\$5.63
Regeneration	G	ECr	C	\$0.46	\$0.30	\$0.28	Wall of Swords	W	Sum	U	\$4.57	\$4.00	\$2.63	Wrath of God	W	Sor	R	\$12.25	\$9.00	\$6.00
Regrowth	G	Sor	U	\$3.14	\$2.65	\$2.00	Wall of Water	U	Sum	U	\$3.00	\$2.00	\$2.00	Zombie Master	B	Sum	R	\$11.75	\$9.00	\$5.75
Resurrection	W	Sor	U	\$2.09	\$2.00	\$1.73	Wall of Wood	G	Sum	C	\$0.50	\$0.41	\$0.28	TOTAL				\$1,719.39	\$1,219.15	\$871.67
Reverse Damage	W	Ins	R	\$10.75	\$7.00	\$4.75	Wanderlust	G	ECr	U	\$2.18	\$2.00	\$1.25							
Righteousness	W	Ins	R	\$8.25	\$7.25	\$5.50														
Roc of Khcr Ridges	R	Sum	R	\$8.50	\$7.00	\$4.75														
Rock Hydra	R	Sum	R	\$17.38	\$13.50	\$7.50														
Rod of Ruin	A	M	U	\$3.00	\$2.00	\$1.50														
Royal Assassin	B	Sum	R	\$19.03	\$14.00	\$7.50														
Sacrifice	B	Int	U	\$2.25	\$2.00	\$1.25														
Samite Healer	W	Sum	C	\$0.63	\$0.41	\$0.28														
Savannah	G/W	DL	R	\$8.07	\$6.50	\$5.00														
Savannah Lions	W	Sum	R	\$7.00	\$5.50	\$4.75														
Scathe Zombies	B	Sum	C	\$0.55	\$0.41	\$0.28														
Scavenging Ghoul	B	Sum	U	\$2.50	\$2.00	\$1.63														
Scrubland	B/W	DL	R	\$8.07	\$7.00	\$5.00														
Scryb Sprites	G	Sum	C	\$0.58	\$0.40	\$0.28														
Sea Serpent	U	Sum	C	\$0.73	\$0.50	\$0.36														
Sedge Troll	R	Sum	R	\$10.27	\$5.50	\$5.00														
Sengir Vampire	B	Sum	U	\$6.95	\$5.00	\$4.50														
Serra Angel	W	Sum	U	\$9.00	\$7.00	\$4.50														
Shanodin Dryads	G	Sum	C	\$0.58	\$0.40	\$0.28														
Shatter	R	Ins	C	\$0.80	\$0.50	\$0.36														
Shivan Dragon	R	Sum	R	\$24.89	\$22.00	\$12.65														
Simulacrum	B	Ins	U	\$2.00	\$1.50	\$1.00														
Sinkhole	B	Sor	C	\$1.55	\$0.83	\$0.53														
Siren's Call	U	Ins	U	\$2.18	\$2.00	\$1.38														
Sleight of Mind	U	Int	R	\$10.00	\$6.00	\$5.00														
Smoke	R	E	R	\$8.00	\$6.00	\$4.38														
Sol Ring	A	M	U	\$5.95	\$4.00	\$2.50														
Soul Net	A	P	U	\$3.00	\$2.00	\$2.00														
Spell Blast	U	Int	C	\$0.55	\$0.41	\$0.28														
Stasis	U	E	R	\$8.00	\$6.00	\$3.75														
Steal Artifact	U	EArt	U	\$3.00	\$2.00	\$1.90														
Stone Giant	R	Sum	U	\$2.52	\$2.00	\$1.88														
Stone Rain	R	Sor	C	\$0.82	\$0.50	\$0.28														
Stream of Life	G	Sor	C	\$0.65	\$0.41	\$0.28														
Sunglasses of Urza	A	C	R	\$9.00	\$7.00	\$5.00														
Swamp High Branch	B	L	C	\$0.30	\$0.25	\$0.13														
Swamp Low Branch	B	L	C	\$0.30	\$0.25	\$0.13														
Swords to Plowshares	W	Ins	U	\$3.00	\$3.00	\$1.68														
Taiga	G/R	DL	R	\$8.07	\$7.50	\$5.75														
Terror	B	Ins	C	\$0.85	\$0.41	\$0.28														
The Hive	A	M	R	\$10.00	\$8.00	\$5.88														
Thicket Basilisk	G	Sum	U	\$4.57	\$4.00	\$2.75														
Thoughtlace	U	Int	R	\$7.25	\$5.00	\$3.00														
Throne of Bone	A	P	U	\$2.75	\$2.00	\$1.75														
Timber Wolves	G	Sum	R	\$8.50	\$7.00	\$5.00														
Time Vault	A	M	R	\$14.74	\$8.25	\$6.00														
Time Walk	U	Sor	R	\$21.30	\$11.00	\$7.00														
Timetwister	U	Sor	R	\$21.30	\$10.50	\$5.88														
Tranquility	G	Sor	C	\$0.50	\$0.41	\$0.28														
Tropical Island	B/G	DL	R	\$10.25	\$7.13	\$5.75														
Tsunami	G	Sor	U	\$3.00	\$2.00	\$1.50														
Tundra	B/W	DL	R	\$8.07	\$6.50	\$5.00														
Tunnel	R	Ins	U	\$2.50	\$2.00	\$1.00														
Twiddle	U	Ins	C	\$1.89	\$1.10	\$0.40														
Two-Headed Giant	R	Sum	R	\$10.52	\$10.00	\$7.50														
Underground Sea	B/U	DL	R	\$8.07	\$7.50	\$4.83														



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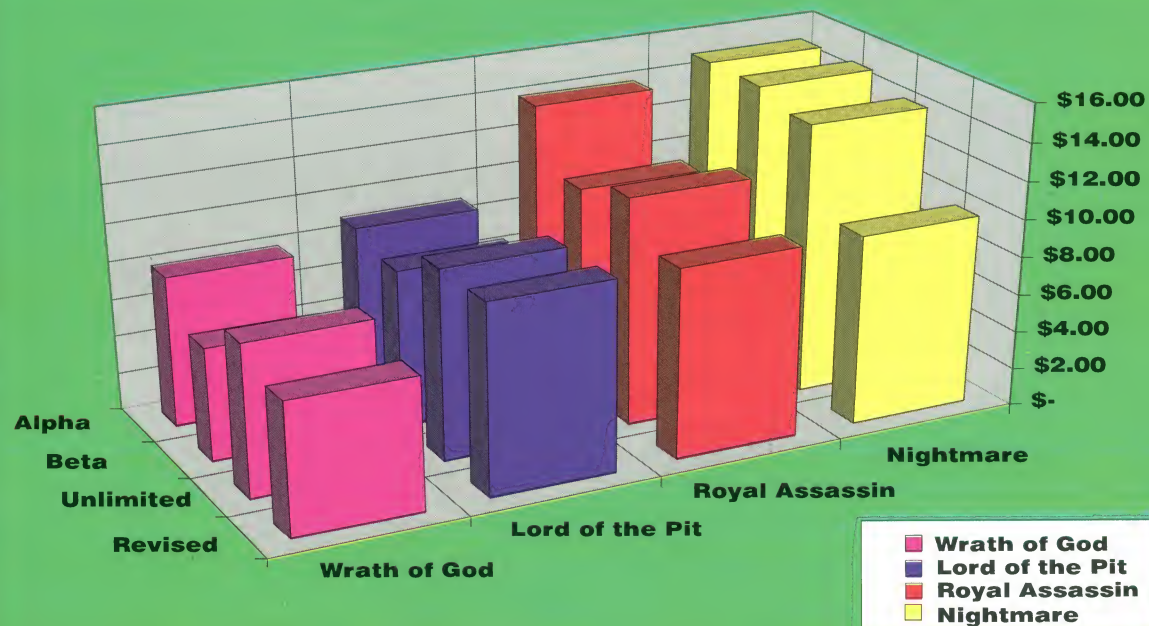
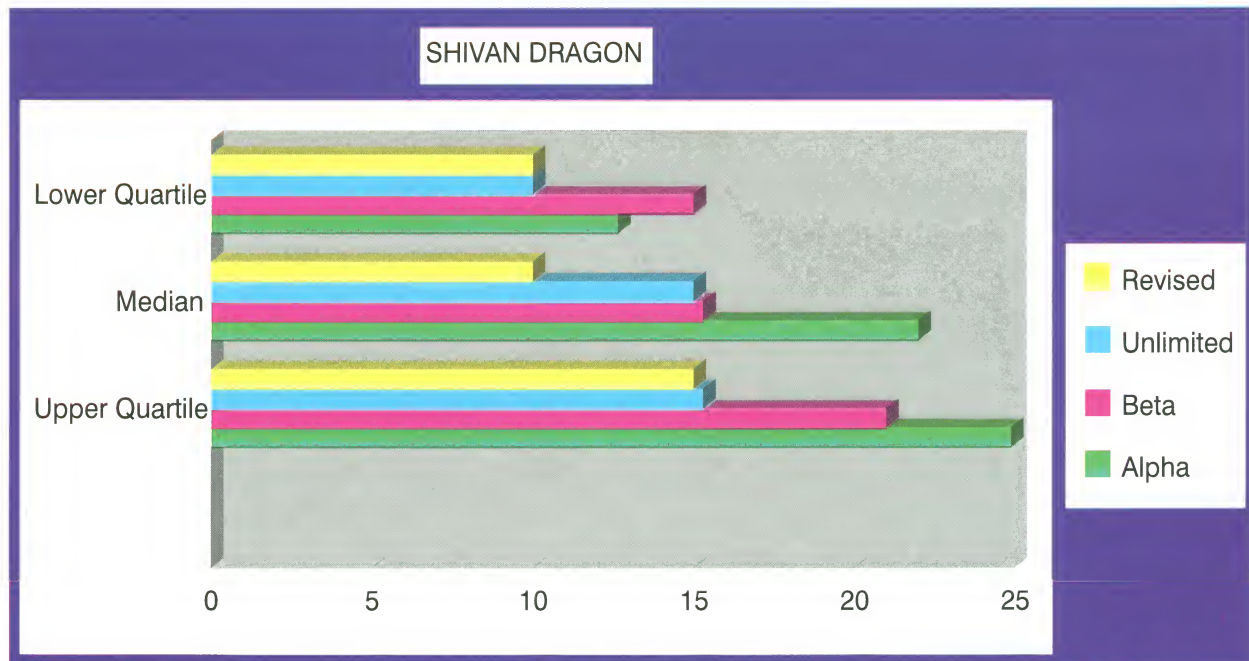
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MAGIC:THE GATHERING BETA CARD LIST

CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW
Air Elemental	U	Sum	U	\$2.81	\$2.00	\$1.63	Disenchant	W	Ins	C	\$1.00	\$0.90	\$0.35	Hypnotic Specter	B	Sum	U	\$3.75	\$3.00	\$2.25
Ancestral Recall	U	Ins	R	\$11.75	\$7.75	\$4.63	Disintegrate	R	Sor	C	\$0.90	\$0.70	\$0.30	Ice Storm	G	Sor	U	\$2.81	\$1.50	\$0.84
Animate Artifact	U	EArt	U	\$2.00	\$1.50	\$1.03	Disrupting Scepter	A	M	R	\$6.75	\$5.00	\$4.13	Icy Manipulator	A	M	U	\$5.50	\$4.50	\$3.00
Animate Dead	B	EDCr	U	\$1.50	\$1.50	\$1.11	Dragon Whelp	R	Sum	U	\$4.00	\$3.00	\$2.00	Illusionary Mask	A	P	R	\$9.75	\$6.00	\$4.81
Animate Wall	W	EW	R	\$6.75	\$5.00	\$4.13	Drain Life	B	Sor	C	\$0.50	\$0.38	\$0.30	Instill Energy	G	ECr	U	\$3.00	\$1.75	\$1.50
Ankh of Mishra	A	C	R	\$5.00	\$4.75	\$3.25	Drain Power	U	Sor	R	\$7.38	\$5.75	\$4.25	Invisibility	U	ECr	C	\$0.70	\$0.45	\$0.30
Armageddon	W	Sor	R	\$9.75	\$7.50	\$4.13	Drudge Skeletons	B	Sum	C	\$0.50	\$0.38	\$0.30	Iron Star	A	P	U	\$2.00	\$1.50	\$1.50
Aspect of Wolf	G	ECr	R	\$9.00	\$6.50	\$4.44	Dwarven Demolition Team	R	Sum	U	\$4.00	\$1.50	\$1.00	Ironclaw Orcs	R	Sum	C	\$0.40	\$0.35	\$0.25
Bad Moon	B	E	U	\$9.50	\$6.75	\$5.19	Dwarven Warriors	R	Sum	C	\$0.50	\$0.38	\$0.30	Ironroot Treefolk	G	Sum	C	\$0.53	\$0.35	\$0.25
Badlands	B/R	DL	R	\$7.75	\$6.50	\$5.19	Earth Elemental	R	Sum	U	\$1.88	\$1.50	\$1.50	Island Sanctuary	W	E	R	\$6.75	\$5.00	\$4.13
Balance	W	Sor	R	\$7.50	\$5.50	\$4.25	Earthbind	R	ECr	C	\$0.38	\$0.35	\$0.25	Island Blue	U	L	C	\$0.25	\$0.17	\$0.10
Basalt Monolith	A	M	U	\$2.38	\$1.50	\$1.13	Earthquake	R	Sor	R	\$6.75	\$5.50	\$4.25	Island Golden	U	L	C	\$0.25	\$0.17	\$0.10
Bayou	B/G	DL	R	\$7.75	\$6.50	\$5.00	Elvish Archers	G	Sum	R	\$7.50	\$6.75	\$5.25	Island Red	U	L	C	\$0.25	\$0.17	\$0.10
Benalish Hero	W	Sum	C	\$0.53	\$0.40	\$0.30	Evil Presence	B	EL	U	\$1.50	\$1.20	\$1.00	Ivory Cup	A	P	U	\$2.00	\$1.50	\$1.50
Berserk	G	Ins	U	\$3.00	\$2.00	\$1.81	False Orders	R	Ins	C	\$1.50	\$0.60	\$0.30	Jade Monolith	A	P	R	\$5.75	\$4.75	\$2.50
Birds of Paradise	G	Sum	R	\$9.25	\$5.50	\$4.13	Farmstead	W	E	R	\$7.00	\$5.00	\$4.56	Jade Statue	A	M	U	\$5.00	\$3.00	\$2.30
Black Knight	B	Sum	U	\$4.00	\$3.00	\$2.25	Fastbond	G	E	R	\$6.00	\$4.75	\$3.44	Jayemdae Tome	A	M	R	\$6.94	\$5.50	\$4.13
Black Lotus	A	M	R	\$22.50	\$15.00	\$9.75	Fear	B	ECr	C	\$0.50	\$0.35	\$0.25	Juggernaut	A	ACr	U	\$3.00	\$2.50	\$1.50
Black Vise	A	C	U	\$3.00	\$2.50	\$1.80	Feedback	U	EE	U	\$1.88	\$1.00	\$1.00	Jump	U	Ins	C	\$0.38	\$0.35	\$0.25
Black Ward	W	ECr	U	\$2.00	\$1.50	\$1.00	Fire Elemental	R	Sum	U	\$2.00	\$2.00	\$1.50	Karma	W	E	U	\$3.00	\$1.80	\$1.30
Blaze of Glory	W	Ins	R	\$10.00	\$6.00	\$4.25	Fireball	R	Sor	C	\$0.90	\$0.53	\$0.30	Keldon Warlord	R	Sum	U	\$3.00	\$3.00	\$2.00
Blessing	W	ECr	R	\$7.00	\$5.50	\$4.81	Firebreathing	R	ECr	C	\$0.50	\$0.35	\$0.25	Kormus Bell	A	C	R	\$7.00	\$5.50	\$4.81
Blue Elemental Blast	U	Int	C	\$0.50	\$0.35	\$0.25	Flashfires	R	Sor	U	\$2.00	\$1.90	\$1.35	Kudzu	G	EL	R	\$5.63	\$4.25	\$3.13
Blue Ward	W	ECr	U	\$1.88	\$1.00	\$0.75	Flight	U	ECr	C	\$0.50	\$0.35	\$0.25	Lance	W	ECr	U	\$1.94	\$1.50	\$1.00
Bog Wraith	B	Sum	U	\$3.00	\$2.50	\$1.80	Fog	G	Ins	C	\$0.38	\$0.35	\$0.25	Ley Druid	G	Sum	U	\$1.50	\$1.50	\$0.85
Braingeyser	U	Sor	R	\$9.75	\$7.00	\$4.44	Force of Nature	G	Sum	R	\$15.00	\$12.00	\$7.50	Library of Leng	A	C	U	\$2.00	\$1.50	\$1.50
Burrowing	R	ECr	U	\$1.88	\$1.00	\$0.75	Forcefield	A	P	R	\$10.50	\$7.30	\$7.00	Lich	B	E	R	\$10.38	\$7.75	\$4.63
Camouflage	G	Ins	U	\$1.88	\$1.25	\$0.64	Forest Eyes	G	L	C	\$0.26	\$0.17	\$0.10	Lifeforce	G	E	U	\$2.00	\$1.50	\$1.50
Castle	W	E	U	\$2.38	\$2.00	\$1.58	Forest Path	G	L	C	\$0.26	\$0.17	\$0.10	Lifelace	G	Int	R	\$4.88	\$4.00	\$3.00
Celestial Prism	A	M	U	\$3.00	\$2.00	\$1.50	Forest Rocks	G	L	C	\$0.26	\$0.17	\$0.10	Lifetap	U	E	U	\$2.25	\$1.50	\$1.20
Channel	G	Sor	U	\$3.00	\$2.25	\$1.50	Fork	R	Int	R	\$9.75	\$8.25	\$6.08	Lightning Bolt	R	Ins	C	\$0.90	\$0.70	\$0.30
Chaos Orb	A	M	R	\$11.50	\$9.00	\$4.48	Frozen Shade	B	Sum	C	\$0.50	\$0.38	\$0.30	Living Artifact	G	EArt	R	\$6.75	\$5.50	\$4.41
Chaoslace	R	Int	R	\$5.63	\$3.88	\$3.00	Fungusaur	G	Sum	R	\$9.00	\$7.50	\$6.00	Living Lands	G	EL	R	\$7.00	\$5.00	\$4.00
CoP:Black	W	E	C	\$0.60	\$0.50	\$0.30	Gaea's Liege	G	Sum	R	\$14.25	\$10.00	\$6.33	Living Wall	A	ACr	U	\$2.25	\$1.80	\$1.50
CoP:Blue	W	E	C	\$0.50	\$0.38	\$0.25	Gauntlet of Might	A	C	R	\$15.00	\$12.00	\$7.30	Llanowar Elves	G	Sum	C	\$0.53	\$0.35	\$0.25
CoP:Green	W	E	C	\$0.50	\$0.38	\$0.25	Giant Growth	G	Ins	C	\$0.50	\$0.35	\$0.25	Lord of Atlantis	U	Sum	R	\$9.75	\$6.50	\$5.19
CoP:Red	W	E	C	\$0.50	\$0.38	\$0.25	Giant Spider	G	Sum	C	\$0.53	\$0.38	\$0.30							
CoP:White	W	E	C	\$0.40	\$0.38	\$0.25	Glasses of Urza	A	M	U	\$2.00	\$1.50	\$1.00							
Clockwork Beast	A	Cr	R	\$9.00	\$8.25	\$5.38	Gloom	B	E	U	\$3.00	\$3.00	\$1.50							
Clone	U	Sum	U	\$3.00	\$3.00	\$2.25	Goblin Balloon Brigade	R	Sum	U	\$1.50	\$1.25	\$1.00							
Cockatrice	G	Sum	R	\$9.75	\$7.50	\$6.00	Goblin King	R	Sum	R	\$9.75	\$7.25	\$5.25							
Consecrate Land	W	EL	U	\$3.00	\$2.00	\$1.00	Granite Gargoyle	R	Sum	R	\$8.00	\$6.25	\$5.00							
Conservator	A	M	U	\$2.00	\$2.00	\$1.50	Gray Ogre	R	Sum	C	\$0.53	\$0.35	\$0.25							
Contract from Below	B	Sor	R	\$6.75	\$4.75	\$3.44	Green Ward	W	E	U	\$1.50	\$1.00	\$0.75							
Control Magic	U	ECr	U	\$3.06	\$3.00	\$1.88	Grizzly Bears	G	Sum	C	\$0.50	\$0.35	\$0.25							
Conversion	W	E	U	\$2.00	\$1.50	\$1.28														
Copper Tablet	A	C	U	\$3.00	\$1.00	\$0.75														
Copy Artifact	U	E	R	\$6.75	\$5.50	\$3.56														
Counterspell	U	Int	R	\$3.00	\$3.00	\$2.30														
Craw Wurm	G	Sum	C	\$0.75	\$0.70	\$0.30														
Creature Bond	U	ECr	C	\$0.38	\$0.35	\$0.25														
Crusade	W	E	R	\$9.00	\$6.50	\$3.25														
Crystal Rod	A	P	U	\$2.00	\$1.50	\$1.50														
Cursed Land	B	EL	U	\$1.50	\$1.50	\$1.00														
Cyclopean Tomb	A	M	R	\$10.75	\$9.00	\$5.19														
Dark Ritual	B	Int	C	\$0.55	\$0.50	\$0.30														
Darkpact	B	Sor	R	\$6.50	\$4.50	\$3.44														
Death Ward	W	Ins	C	\$0.38	\$0.35	\$0.25														
Deathgrip	B	E	U	\$1.88	\$1.50	\$1.16														
Deathlace	B	Int	R	\$5.63	\$3.88	\$3.00														
Demonic Attorney	B	Sor	R	\$6.50	\$4.63	\$4.13														
Demonic Hordes	B	Sum	R	\$9.00	\$8.65	\$6.75														
Demonic Tutor	B	Sor	U	\$4.00	\$3.50	\$3.00														
Dingus Egg	A	C	R	\$6.00	\$6.00	\$4.00														



MAGIC:THE GATHERING BETA CARD LIST

CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW
Mox Sapphire	A	M	R	\$19.50	\$15.00	\$10.00	Righteousness	W	Ins	R	\$7.38	\$6.50	\$4.13	Time Vault	A	M	R	\$11.00	\$7.50	\$6.00
Natural Selection	G	Ins	R	\$9.00	\$7.00	\$4.25	Roc of Kher Ridges	R	Sum	R	\$6.38	\$6.00	\$4.25	Time Walk	U	Sor	R	\$15.75	\$10.00	\$6.48
Nether Shadow	B	Sum	R	\$6.00	\$5.50	\$3.44	Rock Hydra	R	Sum	R	\$14.75	\$9.88	\$7.50	Timetwister	U	Sor	R	\$17.00	\$10.00	\$5.50
Nettling Imp	B	Sum	U	\$3.00	\$1.80	\$1.50	Rod of Ruin	A	M	U	\$2.25	\$1.50	\$1.00	Tranquility	G	Sor	C	\$0.53	\$0.38	\$0.30
Nevinyrral's Disk	A	M	R	\$9.00	\$6.50	\$4.81	Royal Assassin	B	Sum	R	\$17.75	\$11.50	\$7.63	Tropical Island	U/G	DL	R	\$7.75	\$6.50	\$5.00
Nightmare	B	Sum	R	\$15.00	\$15.00	\$7.50	Sacrifice	B	Int	U	\$1.88	\$1.00	\$0.81	Tsunami	G	Sor	U	\$2.00	\$1.65	\$1.31
Northern Paladin	W	Sum	R	\$13.13	\$12.00	\$7.63	Samite Healer	W	Sum	C	\$0.50	\$0.35	\$0.25	Tundra	U/W	DL	R	\$7.75	\$6.00	\$5.00
Obstinate Golem	A	ACr	U	\$3.00	\$2.00	\$1.50	Savannah	G/W	DL	R	\$7.75	\$6.00	\$5.00	Tunnel	R	Ins	U	\$1.88	\$1.00	\$0.75
Orcish Artillery	R	Sum	U	\$1.50	\$1.25	\$0.81	Savannah Lions	W	Sum	R	\$6.00	\$4.75	\$4.13	Twiddle	U	Ins	C	\$1.50	\$0.75	\$0.35
Orcish Oriflamme	R	E	U	\$2.94	\$1.90	\$1.50	Scathe Zombies	B	Sum	C	\$0.53	\$0.35	\$0.25	Two-Headed Giant	R	Sum	R	\$9.75	\$8.25	\$6.38
Paralyze	B	ECr	C	\$0.38	\$0.35	\$0.25	Scavenging Ghoul	B	Sum	U	\$2.00	\$1.75	\$1.25	Underground Sea	B/U	DL	R	\$7.75	\$7.00	\$5.00
Pearled Unicorn	W	Sum	C	\$0.53	\$0.35	\$0.25	Scrubland	B/W	DL	R	\$7.75	\$6.50	\$5.00	Unholy Strength	B	ECr	C	\$0.50	\$0.35	\$0.25
Personal Incarnation	W	Sum	R	\$11.88	\$9.00	\$7.70	Scrib Sprites	G	Sum	C	\$0.50	\$0.35	\$0.25	Unsummon	U	Ins	C	\$0.38	\$0.35	\$0.25
Pestilence	B	E	C	\$0.38	\$0.35	\$0.25	Sea Serpent	U	Sum	C	\$0.75	\$0.53	\$0.38	Uthden Troll	R	Sum	U	\$3.00	\$2.00	\$1.50
							Sedge Troll	R	Sum	R	\$7.50	\$5.50	\$5.00	Verduran Enchantress	G	Sum	R	\$8.75	\$6.25	\$4.25
Phantasmal Forces	U	Sum	U	\$2.75	\$1.50	\$1.28	Sengir Vampire	B	Sum	U	\$5.00	\$5.00	\$4.00	Vesuvan Doppelganger	U	Sum	R	\$12.50	\$12.00	\$8.00
Phantasmal Terrain	U	Sum	C	\$0.50	\$0.38	\$0.30	Serra Angel	W	Sum	U	\$7.00	\$5.00	\$4.00	Veteran Bodyguard	W	Sum	R	\$11.50	\$9.38	\$6.33
Phantom Monster	U	Sum	U	\$2.00	\$1.80	\$1.50	Shanodin Dryads	G	Sum	C	\$0.50	\$0.35	\$0.25	Volcanic Eruption	U	Sor	R	\$7.75	\$4.75	\$4.13
Pirate Ship	U	Sum	R	\$6.88	\$6.00	\$5.00	Shatter	R	Ins	C	\$0.60	\$0.38	\$0.30	Volcanic Island	U/R	DL	R	\$8.00	\$7.50	\$5.00
Plague Rats	B	Sum	C	\$0.75	\$0.50	\$0.50	Shivan Dragon	R	Sum	R	\$21.00	\$15.30	\$15.00	Wall of Air	U	Sum	U	\$2.00	\$1.50	\$1.20
Plains No Trees	W	L	C	\$0.25	\$0.17	\$0.10	Simulacrum	B	Ins	U	\$1.50	\$1.50	\$1.00	Wall of Bone	B	Sum	U	\$3.00	\$1.75	\$1.50
Plains Pink Horizon	W	L	C	\$0.25	\$0.17	\$0.10	Sinkhole	B	Sor	C	\$1.10	\$0.70	\$0.50	Wall of Brambles	G	Sum	U	\$2.00	\$1.50	\$1.50
Plains Trees	W	L	C	\$0.25	\$0.17	\$0.10	Siren's Call	U	Ins	U	\$2.00	\$1.25	\$0.75	Wall of Fire	R	Sum	U	\$2.00	\$1.75	\$1.28
Plateau	R/W	DL	R	\$7.75	\$6.50	\$5.00	Sleight of Mind	U	Int	R	\$7.38	\$5.50	\$5.00	Wall of Ice	G	Sum	U	\$2.00	\$1.75	\$1.50
Power Leak	U	EE	C	\$0.38	\$0.35	\$0.25	Smoke	R	E	R	\$6.00	\$4.75	\$3.56	Wall of Stone	R	Sum	U	\$2.00	\$2.00	\$1.50
Power Sink	U	Int	C	\$0.50	\$0.38	\$0.30	Sol Ring	A	M	U	\$4.50	\$3.00	\$2.25	Wall of Swords	W	Sum	U	\$3.50	\$3.00	\$2.00
Power Surge	R	E	R	\$5.75	\$4.75	\$4.00	Soul Net	A	P	U	\$2.25	\$2.00	\$1.50	Wall of Water	U	Sum	U	\$2.50	\$2.00	\$1.20
Prodigal Sorcerer	U	Sum	C	\$0.75	\$0.75	\$0.50	Spell Blast	U	Int	C	\$0.50	\$0.35	\$0.25	Wall of Wood	G	Sum	C	\$0.50	\$0.35	\$0.25
Psionic Blast	U	Ins	C	\$2.00	\$1.50	\$1.20	Stasis	U	E	R	\$6.00	\$4.75	\$4.00	Wanderlust	G	ECr	U	\$2.00	\$1.50	\$1.00
Psychic Venom	U	EL	C	\$0.50	\$0.38	\$0.25	Steal Artifact	U	EArt	U	\$3.00	\$2.00	\$1.50	War Mammoth	G	Sum	C	\$0.53	\$0.35	\$0.25
Purelace	W	Int	R	\$5.63	\$3.88	\$3.00	Stone Giant	R	Sum	U	\$1.88	\$1.50	\$0.90	Warp Artifact	B	EArt	R	\$5.63	\$4.00	\$3.06
Raging River	R	E	R	\$9.50	\$6.50	\$5.08	Stone Rain	R	Sor	C	\$0.75	\$0.50	\$0.30	Water Elemental	U	Sum	U	\$2.50	\$1.80	\$1.25
Raise Dead	B	Sor	C	\$0.38	\$0.30	\$0.25	Stream of Life	G	Sor	C	\$0.53	\$0.38	\$0.30	Weakness	B	ECr	C	\$0.40	\$0.35	\$0.25
Red Elemental Blast	R	Ins	C	\$0.50	\$0.35	\$0.25	Sunglasses of Urza	A	C	R	\$7.50	\$6.00	\$4.48	Weh	G	ECr	R	\$5.75	\$4.50	\$3.44
Red Ward	W	ECr	U	\$2.00	\$1.13	\$1.00	Swamp High Branch	B	L	C	\$0.25	\$0.17	\$0.10	Wheel of Fortune	R	Sor	R	\$8.38	\$6.00	\$4.00
Regeneration	G	ECr	C	\$0.38	\$0.30	\$0.25	Swamp Low Branch	B	L	C	\$0.25	\$0.17	\$0.10	White Knight	W	Sum	U	\$4.00	\$3.00	\$2.25
Regrowth	G	Sor	C	\$3.00	\$2.25	\$1.50	Swamp Two Branch	B	L	C	\$0.25	\$0.17	\$0.10	White Ward	W	ECr	U	\$1.88	\$1.00	\$0.75
Resurrection	W	Sor	U	\$1.95	\$1.50	\$1.31	Swords to Plowshares	W	Ins	U	\$3.00	\$2.00	\$1.00	Wild Growth	G	EL	C	\$0.38	\$0.35	\$0.25
Reverse Damage	W	Ins	R	\$8.75	\$7.00	\$5.00	Taiga	G/R	DL	R	\$7.75	\$7.00	\$5.00	Will-O'-The-Wisp	B	Sum	R	\$8.00	\$5.88	\$4.63
							Terror	B	Ins	C	\$0.75	\$0.50	\$0.30	Winter Orb	A	C	R	\$6.75	\$5.00	\$3.56
							The Hive	A	M	R	\$7.88	\$6.25	\$5.63	Wooden Sphere	A	P	U	\$2.00	\$1.50	\$1.13
							Thicket Basilisk	G	Sum	U	\$4.00	\$3.25	\$2.50	Word of Command	B	Ins	R	\$10.50	\$10.00	\$4.50
							Thoughtlace	U	Int	R	\$5.63	\$3.13	\$2.44	Wrath of God	W	Sor	R	\$9.75	\$7.00	\$5.25
							Throne of Bone	A	P	U	\$2.50	\$1.50	\$1.50	Zombie Master	B	Sum	R	\$10.00	\$7.50	\$5.19
							Timber Wolves	G	Sum	R	\$7.50	\$6.00	\$5.00	TOTAL				\$1,377.49	\$1,046.73	\$765.38



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CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW
Air Elemental	U	Sum	U	\$2.00	\$1.75	\$1.50	Dark Ritual	B	Int	C	\$0.48	\$0.25	\$0.25	Hypnotic Specter	B	Sum	U	\$3.00	\$3.00	\$1.88
Ancestral Recall	U	Ins	R	\$10.00	\$6.00	\$4.15	Darkpact	B	Sor	R	\$5.50	\$4.00	\$2.50	Ice Storm	G	Sor	U	\$2.50	\$1.50	\$1.05
Animate Artifact	U	EArt	U	\$1.55	\$1.00	\$1.00	Death Ward	W	Ins	C	\$0.25	\$0.25	\$0.25	Icy Manipulator	A	M	U	\$4.65	\$3.00	\$2.25
Animate Dead	B	EDCr	U	\$1.50	\$1.10	\$0.90	Deathgrip	B	E	U	\$1.25	\$1.00	\$0.88	Illusionary Mask	A	P	R	\$6.50	\$5.00	\$3.65
Animate Wall	W	EW	R	\$6.00	\$4.00	\$3.00	Deathlace	B	Int	R	\$4.50	\$3.00	\$2.50	Instill Energy	G	ECr	U	\$2.00	\$2.00	\$1.25
Ankh of Mishra	A	C	R	\$4.50	\$3.00	\$2.25	Demonic Attorney	B	Sor	R	\$5.50	\$4.00	\$3.13	Invisibility	U	ECr	C	\$0.85	\$0.25	\$0.25
Armageddon	W	Sor	R	\$9.00	\$7.00	\$3.90	Demonic Hordes	B	Sum	R	\$8.15	\$8.00	\$6.75	Iron Star	A	P	U	\$1.50	\$1.00	\$0.95
Aspect of Wolf	G	ECr	R	\$7.50	\$5.50	\$4.15	Demonic Tutor	B	Sor	U	\$3.00	\$3.00	\$2.40	Ironclaw Orcs	R	Sum	C	\$0.45	\$0.25	\$0.25
Bad Moon	B	E	R	\$7.25	\$7.00	\$4.65	Dingus Egg	A	C	R	\$5.50	\$4.00	\$2.65	Ironroot Treefolk	G	Sum	C	\$0.48	\$0.25	\$0.25
Badlands	B/R	DL	R	\$7.00	\$6.00	\$4.15	Disenchant	W	Ins	C	\$0.83	\$0.25	\$0.25	Island Sanctuary	W	E	R	\$6.00	\$5.00	\$3.25
Balance	W	Sor	R	\$6.00	\$5.00	\$3.90	Disintegrate	R	Sor	C	\$0.75	\$0.50	\$0.25	Island Blue	U	L	C	\$0.25	\$0.20	\$0.11
Basalt Monolith	A	M	U	\$1.38	\$1.00	\$0.90	Disrupting Scepter	A	M	R	\$5.50	\$4.00	\$3.50	Island Golden	U	L	C	\$0.25	\$0.20	\$0.11
Bayou	B/G	DL	R	\$7.00	\$6.00	\$4.15	Dragon Whelp	R	Sum	U	\$3.00	\$3.00	\$2.15	Island Red	U	L	C	\$0.25	\$0.20	\$0.11
Benalish Hero	W	Sum	C	\$0.45	\$0.25	\$0.25	Drain Life	B	Sor	C	\$0.38	\$0.25	\$0.25	Ivory Cup	A	P	U	\$1.50	\$1.00	\$0.95
Berserk	G	Ins	U	\$3.50	\$1.50	\$1.18	Drain Power	U	Sor	R	\$6.50	\$5.00	\$3.75	Jade Monolith	A	P	U	\$6.00	\$3.00	\$2.10
Birds of Paradise	G	Sum	R	\$7.50	\$6.00	\$4.15	Drudge Skeletons	B	Sum	C	\$0.38	\$0.25	\$0.25	Jade Statue	A	M	U	\$3.50	\$2.30	\$1.50
Black Knight	B	Sum	U	\$3.00	\$2.30	\$2.00	Dwarven Demolition Team	R	Sum	U	\$3.00	\$1.25	\$0.75	Jayemdae Tome	A	M	R	\$5.50	\$4.50	\$3.65
Black Lotus	A	M	R	\$15.00	\$12.30	\$7.50	Dwarven Warriors	R	Sum	C	\$0.38	\$0.25	\$0.25	Juggernaut	A	ACr	U	\$2.25	\$2.00	\$1.30
Black Vise	A	C	U	\$2.50	\$2.00	\$1.65	Earth Elemental	R	Sum	U	\$1.35	\$1.00	\$1.00	Jump	U	Ins	C	\$0.25	\$0.25	\$0.25
Black Ward	W	ECr	U	\$1.00	\$1.00	\$0.75	Earthbind	R	ECr	C	\$0.25	\$0.25	\$0.25	Karma	W	E	U	\$2.00	\$1.50	\$1.40
Blaze of Glory	W	Ins	R	\$6.50	\$5.00	\$4.15	Earthquake	R	Sor	R	\$6.00	\$5.00	\$3.25	Keldon Warlord	R	Sum	U	\$2.50	\$1.80	\$1.50
Blessing	W	ECr	R	\$6.00	\$5.00	\$4.00	Elvish Archers	G	Sum	R	\$5.50	\$5.00	\$5.00	Kormus Bell	A	C	R	\$5.50	\$5.00	\$4.00
Blue Elemental Blast	U	Int	C	\$0.50	\$0.25	\$0.25	Evil Presence	B	EL	U	\$1.00	\$1.00	\$0.75	Kudzu	G	EL	R	\$4.50	\$4.00	\$2.75
Blue Ward	W	ECr	U	\$1.00	\$1.00	\$0.65	False Orders	R	Ins	C	\$0.80	\$0.25	\$0.25	Lance	W	ECr	U	\$1.00	\$1.00	\$1.00
Bog Wraith	B	Sum	U	\$2.25	\$2.00	\$1.18	Farmstead	W	E	R	\$5.50	\$5.00	\$4.00	Ley Druid	G	Sum	U	\$1.00	\$1.00	\$0.90
Braingeyser	U	Sor	R	\$8.50	\$7.00	\$4.00	Fastbond	G	E	R	\$5.00	\$4.00	\$3.00	Library of Leng	A	C	U	\$1.75	\$1.50	\$0.88
Burrowing	R	ECr	U	\$1.00	\$1.00	\$0.73	Fear	B	ECr	C	\$0.25	\$0.25	\$0.25	Lich	B	E	R	\$7.50	\$6.00	\$4.13
Camouflage	G	Ins	U	\$2.00	\$1.00	\$0.80	Feedback	U	EE	U	\$1.00	\$0.75	\$0.73	Lifeforce	G	E	U	\$1.50	\$1.25	\$1.00
Castle	W	E	U	\$1.50	\$1.50	\$1.25	Fire Elemental	R	Sum	U	\$1.50	\$1.20	\$1.00	Lifelace	G	Int	R	\$4.00	\$3.00	\$2.75
							Fireball	R	Sor	C	\$0.75	\$0.50	\$0.25	Lifetap	U	E	U	\$1.50	\$1.00	\$0.88
							Firebreathing	R	ECr	C	\$0.25	\$0.25	\$0.25	Lightning Bolt	R	Ins	C	\$0.83	\$0.50	\$0.25
							Flashfires	R	Sor	U	\$1.75	\$1.30	\$1.00	Living Artifact	G	EArt	R	\$5.50	\$4.30	\$4.00
							Flight	U	ECr	C	\$0.25	\$0.25	\$0.25	Living Lands	G	EL	R	\$5.50	\$5.00	\$3.25
							Fog	G	Ins	C	\$0.25	\$0.25	\$0.25	Living Wall	A	ACr	U	\$1.68	\$1.50	\$1.25
							Force of Nature	G	Sum	R	\$10.15	\$10.00	\$8.25	Llanowar Elves	G	Sum	C	\$0.38	\$0.25	\$0.25
							Forcefield	A	P	R	\$9.65	\$7.00	\$6.00	Lord of Atlantis	U	Sum	R	\$7.00	\$6.00	\$4.50
							Forest Eyes	G	L	C	\$0.25	\$0.20	\$0.11	Lord of the Pit	B	Sum	R	\$11.00	\$8.30	\$7.25
							Forest Path	G	L	C	\$0.25	\$0.20	\$0.11	Lure	G	ECr	U	\$1.75	\$1.10	\$1.00
							Forest Rocks	G	L	C	\$0.25	\$0.20	\$0.11	Magical Hack	U	Int	R	\$6.50	\$5.00	\$4.15
Celestial Prism	A	M	U	\$2.00	\$1.30	\$1.00	Fork	R	Int	R	\$8.50	\$7.00	\$6.15	Mahamoti Djinn	U	Sum	R	\$8.65	\$8.00	\$7.75
Channel	G	Sor	U	\$2.00	\$2.00	\$1.00	Frozen Shade	B	Sum	C	\$0.38	\$0.25	\$0.25	Mana Flare	R	E	R	\$6.00	\$5.00	\$4.65
Chaos Orb	A	M	R	\$9.00	\$6.00	\$4.65	Fungusaur	G	Sum	R	\$8.00	\$5.50	\$5.00	Mana Short	U	Ins	R	\$6.50	\$5.00	\$4.00
Chaoslace	R	Int	R	\$4.50	\$3.00	\$2.50	Gaea's Liege	G	Sum	R	\$10.00	\$8.00	\$7.65	Mana Vault	A	M	R	\$5.00	\$5.00	\$2.75
CoP:Black	W	E	C	\$0.50	\$0.25	\$0.25	Gauntlet of Might	A	C	R	\$11.00	\$7.30	\$5.75	Manabarb	R	E	R	\$4.25	\$4.00	\$2.15
CoP:Blue	W	E	C	\$0.40	\$0.25	\$0.25	Giant Growth	G	Ins	C	\$0.38	\$0.25	\$0.25	Meekstone	A	C	R	\$6.00	\$5.00	\$3.40
CoP:Green	W	E	C	\$0.40	\$0.25	\$0.25	Giant Spider	G	Sum	C	\$0.38	\$0.25	\$0.25	Merfolk of the Pearl Tr	U	Sum	C	\$0.38	\$0.25	\$0.25
CoP:Red	W	E	C	\$0.40	\$0.25	\$0.25	Glasses of Urza	A	M	U	\$1.25	\$1.00	\$0.95	Mesa Pegasus	W	Sum	C	\$0.38	\$0.25	\$0.25
CoP:White	W	E	C	\$0.38	\$0.25	\$0.25	Gloom	B	E	U	\$2.00	\$2.00	\$1.18	Mind Twist	B	Sor	R	\$7.50	\$6.00	\$4.90
Clockwork Beast	A	Cr	R	\$7.25	\$7.00	\$5.00	Goblin Balloon Brigade	R	Sum	U	\$1.13	\$1.00	\$0.68	Mons's Goblin Raiders	R	Sum	C	\$0.35	\$0.25	\$0.25
Clone	U	Sum	U	\$2.25	\$2.00	\$1.90	Goblin King	R	Sum	R	\$7.00	\$7.00	\$4.75	Mountain Blue	R	L	C	\$0.25	\$0.20	\$0.11
Cockatrice	G	Sum	R	\$7.75	\$7.00	\$6.15	Granite Gargoyle	R	Sum	R	\$7.00	\$6.00	\$4.50	Mountain Brown	R	L	C	\$0.25	\$0.20	\$0.11
Consecrate Land	W	EL	U	\$2.50	\$1.00	\$0.90	Gray Ogre	R	Sum	C	\$0.50	\$0.25	\$0.25	Mountain Green Sky	R	L	C	\$0.25	\$0.20	\$0.11
Conservator	A	M	U	\$1.75	\$1.10	\$1.00	Green Ward	W	E	U	\$1.00	\$1.00	\$0.65	Mox Emerald	A	M	R	\$13.65	\$12.00	\$5.50
Contract from Below	B	Sor	R	\$5.50	\$4.00	\$3.00	Grizzly Bears	G	Sum	C	\$0.38	\$0.25	\$0.25	Mox Jet	A	M	R	\$14.00	\$12.30	\$5.50
Control Magic	U	ECr	U	\$2.00	\$2.00	\$1.25	Guardian Angel	W	Ins	C	\$0.25	\$0.25	\$0.25	Mox Pearl	A	M	R	\$13.65	\$12.00	\$5.50
Conversion	W	E	U	\$1.50	\$1.10	\$1.00	Healing Salve	W	Ins	C	\$0.55	\$0.25	\$0.25	Mox Ruby	A	M	R	\$14.00	\$12.30	\$5.50
Copper Tablet	A	C	U	\$1.50	\$0.50	\$0.50	Helm of Chatzuk	A	M	R	\$5.00	\$4.50	\$3.50	Mox Sapphire	A	M	R	\$14.00	\$12.30	\$5.50
Copy Artifact	U	E	R	\$6.00	\$5.00	\$3.00	Hill Giant	R	Sum	C	\$0.50	\$0.25	\$0.25	Natural Selection	G	Ins	R	\$6.50	\$4.50	\$3.50
Counterspell	U	Int	U	\$2.40	\$2.00	\$1.75	Holy Armor	W	ECr	C	\$0.25	\$0.25	\$0.25	Nether Shadow	B	Sum	R	\$5.50	\$4.00	\$3.00
Craw Worm	G	Sum	C	\$0.63	\$0.50	\$0.25	Holy Strength	W	ECr	C	\$0.50	\$0.25	\$0.25	Nettling Imp	B	Sum	U	\$1.75	\$1.50	\$1.13
Creature Bond	U	ECr	C	\$0.25	\$0.25	\$0.25	Howl from Beyond	B	Ins	C	\$0.33	\$0.25	\$0.25	Nevinyrral's Disk	A	M	R	\$6.50	\$6.00	\$4.50
Crusade	W	E	R	\$6.50	\$6.00	\$4.40	Howling Mine	A	C	R	\$5.00	\$5.00	\$5.00	Nightmare	B	Sum	R	\$14.65	\$11.00	\$8.25
Crystal Rod	A	P	U	\$1.75	\$1.00	\$0.88	Hurloon Minotaur	R	Sum	C	\$0.50	\$0.25	\$0.25	Northern Paladin	W	Sum	R	\$9.50	\$8.00	\$6.90
Cursed Land	B	EL	U	\$1.00	\$1.00	\$0.75	Hurricane	G	Sor	U	\$1.75	\$1.00	\$1.00	Obsidian Golem	A	ACr	U	\$2.00	\$1.50	\$1.15
Cyclopean Tomb	A	M	R	\$10.00	\$6.00	\$4.90														



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CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW
Orcish Artillery	R	Sum	U	\$1.00	\$1.00	\$0.88	Swamp Two Branch	B	L	C	\$0.25	\$0.20	\$0.11	Wall of Stone	R	Sum	U	\$1.50	\$1.10	\$1.00
Orcish Oriflamme	R	E	U	\$1.75	\$1.50	\$1.50	Swords to Plowshares	W	Ins	U	\$1.75	\$1.50	\$1.00							
Paralyze	B	ECr	C	\$0.25	\$0.25	\$0.25	Taiga	G/R	DL	R	\$7.00	\$7.00	\$4.15							
Pearled Unicorn	W	Sum	C	\$0.43	\$0.25	\$0.25	Terror	B	Ins	C	\$0.50	\$0.25	\$0.25							
Personal Incarnation	W	Sum	R	\$9.15	\$8.00	\$7.75	The Hive	A	M	R	\$6.75	\$5.75	\$5.13							
Pestilence	B	E	C	\$0.25	\$0.25	\$0.25	Thicket Basilisk	G	Sum	U	\$2.75	\$2.50	\$2.15							
Phantasmal Forces	U	Sum	U	\$1.50	\$1.00	\$1.00	Thoughtflacc	U	Int	R	\$5.00	\$3.00	\$2.50							
Phantasmal Terrain	U	Sum	C	\$0.30	\$0.25	\$0.25	Throne of Bone	A	P	U	\$1.50	\$1.50	\$0.95							
Phantom Monster	U	Sum	U	\$1.50	\$1.10	\$1.00	Timber Wolves	G	Sum	R	\$6.50	\$5.00	\$3.50							
Pirate Ship	U	Sum	R	\$6.00	\$5.00	\$4.00	Time Vault	A	M	R	\$12.50	\$6.00	\$4.00	Wall of Swords	W	Sum	U	\$2.50	\$2.25	\$1.75
Plague Rats	B	Sum	C	\$0.50	\$0.50	\$0.30	Time Walk	U	Sor	R	\$15.00	\$7.00	\$6.65	Wall of Water	U	Sum	U	\$1.75	\$1.00	\$1.00
Plains No Trees	W	L	C	\$0.25	\$0.20	\$0.11	Timetwister	U	Sor	R	\$14.00	\$7.00	\$4.90	Wall of Wood	G	Sum	C	\$0.25	\$0.25	\$0.25
Plains Pink Horizon	W	L	C	\$0.25	\$0.20	\$0.11	Tranquility	G	Sor	C	\$0.38	\$0.25	\$0.25	Wanderlust	G	ECr	U	\$1.00	\$1.00	\$0.75
Plains Trees	W	L	C	\$0.25	\$0.20	\$0.11	Tropical Island	U/G	DL	R	\$6.50	\$6.00	\$4.15	War Mammoth	G	Sum	C	\$0.48	\$0.25	\$0.25
Plateau	R/W	DL	R	\$7.00	\$6.00	\$4.15	Tsunami	G	Sor	U	\$1.50	\$1.00	\$1.00	Warp Artifact	B	EArT	R	\$4.50	\$3.50	\$2.50
Power Leak	U	EE	C	\$0.25	\$0.25	\$0.25	Tundra	U/W	DL	R	\$6.50	\$5.00	\$4.15	Water Elemental	U	Sum	U	\$1.38	\$1.10	\$1.00
Power Sink	U	Int	C	\$0.50	\$0.25	\$0.25	Tunnel	R	Ins	U	\$1.00	\$1.00	\$0.68	Weakness	B	ECr	C	\$0.25	\$0.25	\$0.25
Power Surge	R	E	R	\$4.00	\$4.00	\$2.50	Twiddle	U	Ins	C	\$1.55	\$0.25	\$0.25	Web	G	ECr	R	\$4.50	\$4.00	\$2.65
Prodigal Sorcerer	U	Sum	C	\$0.63	\$0.50	\$0.38	Two-Headed Giant	R	Sum	R	\$8.00	\$7.00	\$5.50	Wheel of Fortune	R	Sor	R	\$6.00	\$6.00	\$3.25
Psionic Blast	U	Ins	U	\$2.13	\$1.00	\$0.88	Underground Sea	B/U	DL	R	\$7.00	\$7.00	\$4.15	White Knight	W	Sum	U	\$3.00	\$2.50	\$2.15
Psychic Venom	U	EL	C	\$0.50	\$0.25	\$0.25	Unholy Strength	B	ECr	C	\$0.25	\$0.25	\$0.25	White Ward	W	ECr	U	\$1.00	\$1.00	\$0.65
Purelace	W	Int	R	\$4.50	\$3.00	\$2.50	Unsummon	U	Ins	C	\$0.25	\$0.25	\$0.25	Wild Growth	G	EL	C	\$0.38	\$0.25	\$0.25
Raging River	R	E	R	\$7.00	\$5.30	\$5.00	Uthden Troll	R	Sum	U	\$2.00	\$1.50	\$1.05	Will-O-The-Wisp	B	Sum	R	\$7.00	\$6.00	\$4.00
Raise Dead	B	Sor	C	\$0.25	\$0.25	\$0.25	Verduran Enchantress	G	Sum	R	\$7.00	\$6.00	\$4.00	Winter Orb	A	C	R	\$5.00	\$5.00	\$3.15
Red Elemental Blast	R	Ins	C	\$0.50	\$0.25	\$0.25								Wooden Sphere	A	P	U	\$1.50	\$1.00	\$0.95
Red Ward	W	ECr	U	\$1.00	\$1.00	\$0.75								Word of Command	B	Ins	R	\$7.50	\$6.00	\$4.40
Regeneration	G	ECr	C	\$0.25	\$0.25	\$0.25								Wrath of God	W	Sor	R	\$9.00	\$7.00	\$5.15
Regrowth	G	Sor	C	\$2.00	\$1.50	\$1.25								Zombie Master	B	Sum	R	\$8.00	\$7.00	\$4.50
Resurrection	W	Sor	U	\$1.38	\$1.00	\$1.00								TOTAL				\$1,081.98	\$862.05	\$646.41
Reverse Damage	W	Ins	R	\$7.50	\$6.00	\$3.65														
Righteousness	W	Ins	R	\$5.50	\$4.00	\$3.65														
Roc of Kher Ridges	R	Sum	R	\$5.50	\$4.00	\$4.00														
Rock Hydra	R	Sum	R	\$10.00	\$8.00	\$7.25														
Rod of Ruin	A	M	R	\$1.13	\$1.00	\$1.00														
Royal Assassin	B	Sum	R	\$12.00	\$8.00	\$7.40														
Sacrifice	B	Int	U	\$1.25	\$1.00	\$0.75														
Samite Healer	W	Sum	C	\$0.38	\$0.25	\$0.25														
Savannah	G/W	DL	R	\$6.50	\$5.00	\$4.15														
Savannah Lions	W	Sum	R	\$5.50	\$4.00	\$2.75														
Scathe Zombies	B	Sum	C	\$0.38	\$0.25	\$0.25														
Scavenging Ghoul	B	Sum	U	\$1.13	\$1.00	\$1.00														
Scrubland	B/W	DL	R	\$6.50	\$6.00	\$4.15														
Scrib Sprites	G	Sum	C	\$0.33	\$0.25	\$0.25														
Sea Serpent	U	Sum	C	\$0.60	\$0.25	\$0.25														
Sedge Troll	R	Sum	R	\$6.00	\$5.00	\$3.75														
Sengir Vampire	B	Sum	U	\$4.00	\$4.00	\$3.40														
Serra Angel	W	Sum	U	\$5.50	\$4.00	\$3.65														
Shanodin Dryads	G	Sum	C	\$0.33	\$0.25	\$0.25														
Shatter	R	Ins	C	\$0.50	\$0.25	\$0.25														
Shivan Dragon	R	Sum	R	\$15.15	\$13.00	\$9.00														
Simulacrum	B	Ins	U	\$1.00	\$1.00	\$0.95														
Sinkhole	B	Sor	C	\$1.55	\$0.25	\$0.25														
Siren's Call	U	Ins	U	\$1.13	\$1.00	\$0.75														
Sleight of Mind	U	Int	R	\$6.00	\$5.00	\$4.65														
Smoke	R	E	R	\$5.25	\$4.00	\$3.15														
Sol Ring	A	M	U	\$3.00	\$3.00	\$1.75														
Soul Net	A	P	U	\$1.75	\$1.30	\$1.00														
Spell Blast	U	Int	C	\$0.25	\$0.25	\$0.25														
Stasis	U	E	R	\$4.50	\$4.00	\$3.50														
Steal Artifact	U	EArT	U	\$2.00	\$1.80	\$1.00														
Stone Giant	R	Sum	U	\$1.50	\$1.00	\$1.00														
Stone Rain	R	Sor	C	\$0.50	\$0.25	\$0.25														
Stream of Life	G	Sor	C	\$0.38	\$0.25	\$0.25														
Sunglasses of Urza	A	C	R	\$6.50	\$6.00	\$4.15														
Swamp High Branch	B	L	C	\$0.25	\$0.20	\$0.11														
Swamp Low Branch	B	L	C	\$0.25	\$0.20	\$0.11														



Vesuvan Doppelganger	U	Sum	R	\$9.00	\$8.00	\$7.25
Veteran Bodyguard	W	Sum	R	\$8.00	\$7.30	\$6.50
Volcanic Eruption	U	Sor	R	\$6.50	\$6.00	\$3.25
Volcanic Island	U/R	DL	R	\$7.00	\$7.00	\$4.15
Wall of Air	U	Sum	U	\$1.25	\$1.00	\$1.00
Wall of Bone	B	Sum	U	\$1.75	\$1.10	\$1.00
Wall of Brambles	G	Sum	U	\$1.50	\$1.00	\$0.95
Wall of Fire	R	Sum	U	\$1.50	\$1.00	\$1.00
Wall of Ice	G	Sum	U	\$1.63	\$1.00	\$1.00

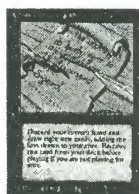


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CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW
Air Elemental	U	Int	U	\$1.50	\$1.50	\$1.00	Death Ward	W	Ins	C	\$0.25	\$0.25	\$0.25	Hurky's Recall	U	Ins	R	\$5.00	\$5.00	\$5.00
Aladdin's Lamp	A	M	R	\$5.00	\$5.00	\$3.00	Deathgrip	B	E	U	\$1.50	\$1.00	\$1.00	Hurloon Minotaur	R	Sum	C	\$0.50	\$0.35	\$0.25
Aladdin's Ring	A	M	R	\$5.00	\$5.00	\$3.00	Deathlace	B	Int	R	\$5.00	\$3.00	\$3.00	Hurricane	G	Sor	U	\$2.00	\$1.20	\$1.00
Animate Artifact	U	EArt	U	\$1.00	\$1.00	\$1.00	Demonic Attorney	B	Sor	R	\$5.00	\$3.00	\$3.00	Hypnotic Specter	B	Sum	U	\$3.00	\$2.50	\$2.00
Animate Dead	B	ECr	U	\$1.50	\$1.00	\$1.00	Demonic Hordes	B	Sum	R	\$7.00	\$6.00	\$5.00	Instill Energy	G	ECr	U	\$2.00	\$1.50	\$1.00
Animate Wall	W	EWall	R	\$5.00	\$4.00	\$3.00	Demonic Tutor	B	Sor	U	\$3.00	\$2.00	\$2.00	Iron Star	A	P	U	\$1.00	\$1.00	\$1.00
Ankh of Mishra	A	C	R	\$4.00	\$3.00	\$3.00	Desert Twister	G	Sor	U	\$4.00	\$3.00	\$2.00	Ironroot Treefolk	G	Sum	C	\$0.35	\$0.25	\$0.25
Armageddon	W	Sor	R	\$6.00	\$5.00	\$5.00	Dingus Egg	A	CART	R	\$4.25	\$3.50	\$2.75	Island Fish Jasconius	U	Sum	R	\$7.00	\$5.00	\$4.00
Armageddon Clock	A	C	R	\$5.00	\$5.00	\$2.50	Disenchant	W	Ins	C	\$1.00	\$0.50	\$0.25	Island Sanctuary	W	E	R	\$6.00	\$4.00	\$3.00
Aspect of Wolf	G	ECr	R	\$7.00	\$6.00	\$4.00	Disintegrate	R	Sor	C	\$0.75	\$0.50	\$0.50	Island Blue	U	L	C	\$0.18	\$0.13	\$0.10
Atog	R	Sum	C	\$0.50	\$0.35	\$0.25	Disrupting Scepter	A	M	R	\$5.00	\$4.00	\$3.00	Island Golden	U	L	C	\$0.18	\$0.13	\$0.10
Badlands	B/R	DL	R	\$7.00	\$6.00	\$5.00	Dragon Engine	A	Cr	R	\$4.00	\$2.50	\$0.50	Island Red	U	L	C	\$0.18	\$0.13	\$0.10
Bad Moon	B	E	R	\$6.00	\$5.00	\$5.00	Dragon Whelp	R	Sum	U	\$2.50	\$2.00	\$1.50	Ivory Cup	A	P	U	\$1.00	\$1.00	\$1.00
Balance	W	Sor	R	\$5.00	\$5.00	\$4.00	Drain Life	B	Sor	C	\$0.50	\$0.25	\$0.25	Ivory Tower	A	C	R	\$4.50	\$3.50	\$3.00
Basalt Monolith	A	M	U	\$1.00	\$1.00	\$1.00	Drain Power	U	Sor	R	\$6.00	\$5.00	\$4.00	Jade Monolith	A	P	R	\$5.00	\$3.00	\$2.00
Bayou	B/G	DL	R	\$6.00	\$6.00	\$5.00	Drudge Skeletons	B	Sum	C	\$0.35	\$0.25	\$0.25	Jandor's Ring	A	M	R	\$5.00	\$3.00	\$2.50
Benalish Hero	W	Sum	C	\$0.50	\$0.35	\$0.25	Dwarven Warriors	R	Sum	C	\$0.35	\$0.25	\$0.25	Jandor's Saddlebags	A	M	R	\$5.00	\$3.00	\$3.00
Birds of Paradise	G	Sum	R	\$6.00	\$5.00	\$3.00	Dwarven Weaponsmith	R	Sum	U	\$2.00	\$1.00	\$1.00	Jayemdae Tome	A	M	R	\$5.00	\$4.00	\$3.00
Black Knight	B	Sum	U	\$3.00	\$2.50	\$2.00	Earth Elemental	R	Sum	U	\$1.00	\$1.00	\$1.00	Juggernaut	A	Cr	U	\$2.00	\$2.00	\$1.50
Black Vise	A	C	U	\$3.00	\$2.00	\$1.20	Earthbind	R	ECr	C	\$0.25	\$0.25	\$0.25	Jump	U	Ins	C	\$0.25	\$0.25	\$0.25
Black Ward	W	ECr	U	\$1.00	\$1.00	\$1.00	Earthquake	R	Sor	R	\$6.00	\$4.00	\$4.00							
Blessing	W	ECr	R	\$6.00	\$5.00	\$4.00	Ebony Horse	A	M	R	\$5.00	\$5.00	\$2.50							
Blue Elemental Blast	U	Int	C	\$0.50	\$0.25	\$0.25	El-Hajjaj	B	Sum	R	\$5.00	\$4.00	\$2.00							
Blue Ward	W	ECr	U	\$1.00	\$1.00	\$1.00	Elvish Archers	G	Sum	R	\$5.00	\$5.00	\$4.00							
Bog Wraith	B	Sum	U	\$2.50	\$2.00	\$2.00	Energy Flux	U	E	U	\$2.00	\$1.00	\$1.00							
Bottle of Suleiman	A	M	R	\$5.00	\$4.00	\$2.00	Erg Raiders	B	Sum	C	\$0.50	\$0.35	\$0.25							
Braingeyser	U	Sor	R	\$6.00	\$5.00	\$5.00	Evil Presence	B	EL	U	\$1.00	\$1.00	\$1.00							
Brass Man	A	Cr	U	\$2.00	\$1.00	\$1.00	Eye for an Eye	W	Ins	R	\$6.00	\$4.00	\$4.00							
Burrowing	R	ECr	U	\$1.00	\$1.00	\$1.00	Farmland	W	EL	R	\$5.00	\$5.00	\$3.00	Karma	W	E	U	\$2.00	\$2.00	\$1.20
Castle	W	E	U	\$2.00	\$1.20	\$1.00	Fastbond	G	E	R	\$5.00	\$4.00	\$3.00	Keldon Warlord	R	Sum	U	\$2.00	\$2.00	\$1.50
Celestial Prism	A	M	U	\$2.00	\$1.50	\$1.00	Fear	B	ECr	C	\$0.35	\$0.25	\$0.25	Kird Ape	R	Sum	C	\$0.81	\$0.55	\$0.33
Channel	G	Sor	U	\$2.00	\$1.50	\$1.50	Feedback	U	EE	U	\$1.00	\$1.00	\$1.00	Kormus Bell	A	C	R	\$5.00	\$5.00	\$4.00
Chaoslace	R	Int	R	\$5.00	\$3.00	\$3.00	Fire Elemental	R	Sum	U	\$1.00	\$1.00	\$1.00	Kudzu	G	EL	R	\$5.00	\$3.00	\$3.00
CoP:Black	W	E	C	\$0.35	\$0.25	\$0.25	Fireball	R	Sor	C	\$0.75	\$0.50	\$0.35	Lance	W	ECr	U	\$1.00	\$1.00	\$1.00
CoP:Blue	W	E	C	\$0.25	\$0.25	\$0.25	Firebreathing	R	ECr	C	\$0.35	\$0.25	\$0.25	Ley Druid	G	Sum	U	\$1.00	\$1.00	\$1.00
CoP:Green	W	E	C	\$0.25	\$0.25	\$0.25	Flashfires	R	Sor	U	\$2.00	\$1.20	\$1.00	Library of Leng	A	C	U	\$1.00	\$1.00	\$1.00
CoP:Red	W	E	C	\$0.25	\$0.25	\$0.25	Flight	U	ECr	C	\$0.35	\$0.25	\$0.25	Lifeforce	G	E	U	\$1.50	\$1.00	\$1.00
CoP:White	W	E	C	\$0.25	\$0.25	\$0.25	Flying Carpet	A	M	R	\$5.00	\$4.00	\$2.00	Lifelace	G	Int	R	\$4.00	\$3.00	\$3.00
Clockwork Beast	A	Cr	R	\$6.00	\$6.00	\$4.00	Fog	G	Ins	C	\$0.25	\$0.25	\$0.25	Lifetap	U	E	U	\$1.00	\$1.00	\$1.00
Clone	U	Sum	U	\$2.50	\$2.00	\$1.50	Force of Nature	G	Sum	R	\$10.00	\$10.00	\$7.00	Lightning Bolt	R	Ins	C	\$1.00	\$0.50	\$0.50
Cockatrice	G	Sum	R	\$7.00	\$5.00	\$4.00	Forest Eyes	G	L	C	\$0.18	\$0.13	\$0.10	Living Artifact	G	EArt	R	\$6.00	\$4.00	\$4.00
Conservator	A	M	U	\$1.00	\$1.00	\$1.00	Forest Path	G	L	C	\$0.18	\$0.13	\$0.10	Living Lands	G	E	R	\$6.00	\$5.00	\$3.00
							Forest Rocks	G	L	C	\$0.18	\$0.13	\$0.10	Living Wall	A	C	U	\$1.75	\$1.50	\$1.20
							Fork	R	Int	R	\$9.00	\$8.00	\$6.00	Llanowar Elves	G	Sum	C	\$0.35	\$0.25	\$0.25
							Frozen Shade	B	Sum	C	\$0.35	\$0.25	\$0.25	Lord of Atlantis	U	Sum	R	\$6.00	\$6.00	\$5.00
							Fungusaur	G	Sum	R	\$7.00	\$5.00	\$5.00	Lord of the Pit	B	Sum	R	\$10.00	\$10.00	\$9.00
							Gaea's Liege	G	Sum	R	\$10.00	\$6.00	\$6.00	Lure	G	ECr	U	\$1.50	\$1.50	\$1.00
							Giant Growth	G	Ins	C	\$0.50	\$0.25	\$0.25	Magical Hack	U	Int	R	\$6.00	\$6.00	\$4.00
							Giant Spider	G	Sum	C	\$0.35	\$0.25	\$0.25	Magnetic Mountain	R	E	R	\$5.00	\$4.00	\$2.50
							Glasses of Urza	A	M	U	\$1.00	\$1.00	\$1.00	Mahamoti Djinn	U	Sum	R	\$8.00	\$8.00	\$6.00
							Gloom	B	E	U	\$2.00	\$2.00	\$1.00	Mana Flare	R	E	R	\$6.00	\$5.00	\$5.00
							Goblin Balloon Brigade	R	Sum	U	\$1.00	\$1.00	\$1.00	Mana Short	U	Ins	R	\$6.00	\$4.00	\$4.00
							Goblin King	R	Sum	R	\$7.00	\$6.00	\$6.00	Mana Vault	A	M	R	\$5.00	\$3.00	\$3.00
							Granite Gargoyle	R	Sum	R	\$7.00	\$7.00	\$4.00	Manabarbs	R	E	R	\$5.00	\$4.00	\$4.00
							Gray Ogre	R	Sum	C	\$0.50	\$0.35	\$0.25	Meekstone	A	C	R	\$7.00	\$5.00	\$4.00
							Green Ward	W	ECr	U	\$1.00	\$1.00	\$1.00	Merfolk of the Pearl Trident	U	Sum	C	\$0.50	\$0.35	\$0.25
							Grizzly Bears	G	Sum	C	\$0.35	\$0.25	\$0.25	Mesa Pegasus	W	Sum	C	\$0.35	\$0.25	\$0.25
							Guardian Angel	W	Ins	C	\$0.25	\$0.25	\$0.25	Mijae Djinn	R	Sum	R	\$6.00	\$5.00	\$2.50
							Healing Salve	W	Ins	C	\$0.75	\$0.25	\$0.25	Millstone	A	M	R	\$3.25	\$3.00	\$2.88
							Helm of Chatzuk	A	M	R	\$5.00	\$4.00	\$3.00	Mind Twist	B	Sor	R	\$6.00	\$6.00	\$5.00
							Hill Giant	R	Sum	C	\$0.50	\$0.35	\$0.25	Mishra's War Machine	A	Cr	R	\$5.00	\$5.00	\$5.00
							Holy Armor	W	ECr	C	\$0.25	\$0.25	\$0.25	Mons' Goblin Raiders	R	Sum	C	\$0.50	\$0.35	\$0.25
							Holy Strength	W	ECr	C	\$0.50	\$0.25	\$0.25	Mountain Blue	R	L	C	\$0.18	\$0.13	\$0.10
							Howl from Beyond	B	Ins	C	\$0.50	\$0.35	\$0.25	Mountain Brown	R	L	C	\$0.18	\$0.13	\$0.10
							Howling Mine	A	C	R	\$4.25	\$4.00	\$3.50	Mountain Green Sky	R	L	C	\$0.18	\$0.13	\$0.10



MAGIC:THE GATHERING REVISED CARD LIST

CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW
Nether Shadow	B	Sum	R	\$5.00	\$4.00	\$4.00	Savannah	G/W	DL	R	\$6.00	\$6.00	\$5.00	Throne of Bone	A	P	U	\$1.50	\$1.00	\$1.00
Nettling Imp	B	Sum	U	\$2.00	\$1.50	\$1.20	Savannah Lions	W	Sum	R	\$5.00	\$3.00	\$3.00	Timber Wolves	G	Sum	R	\$6.00	\$4.00	\$4.00
Nevinyrral's Disk	A	M	R	\$6.00	\$6.00	\$5.00	Seathe Zombies	B	Sum	C	\$0.35	\$0.25	\$0.25	Titania's Song	G	E	R	\$4.00	\$2.50	\$2.00
Nightmare	B	Sum	R	\$10.00	\$10.00	\$9.00	Seavenging Ghoul	B	Sum	U	\$1.50	\$1.20	\$1.00	Tranquility	G	Sor	C	\$0.35	\$0.25	\$0.25
Northern Paladin	W	Sum	R	\$10.00	\$9.00	\$8.00	Serubland	B/W	DL	R	\$6.00	\$6.00	\$5.00	Tropical Island	U/G	DL	R	\$6.00	\$6.00	\$5.00
Obsidian Golem	A	Cr	U	\$2.00	\$1.50	\$1.00	Seryb Sprites	G	Sum	C	\$0.50	\$0.35	\$0.25	Tsunami	G	Sor	U	\$1.50	\$1.20	\$1.00
Onulet	A	Cr	R	\$2.00	\$2.00	\$2.00	Sea Serpent	U	Sum	C	\$0.35	\$0.25	\$0.25	Tundra	B/W	DL	R	\$6.00	\$6.00	\$5.00
Orcish Artillery	R	Sum	U	\$1.00	\$1.00	\$1.00	Sedge Troll	R	Sum	R	\$5.00	\$5.00	\$4.00	Tunnel	R	Ins	U	\$1.00	\$1.00	\$1.00
Orcish Oriflammé	R	E	R	\$2.00	\$2.00	\$1.20	Sengir Vampire	B	Sum	U	\$3.00	\$3.00	\$3.00	Underground Sea	B/U	DL	R	\$7.00	\$6.00	\$5.00
Ornithopter	A	Cr	U	\$1.00	\$1.00	\$0.35	Serendib Efreet	U	Sum	R	\$9.00	\$4.00	\$4.00	Unholy Strength	B	ECr	C	\$0.35	\$0.25	\$0.25
Paralyze	B	ECr	C	\$0.25	\$0.25	\$0.25	Serra Angel	W	Sum	U	\$6.00	\$4.00	\$3.00	Unstable Mutation	U	ECr	C	\$0.56	\$0.43	\$0.33
Pearled Unicorn	W	Sum	C	\$0.35	\$0.25	\$0.25	Shanodin Dryads	G	Sum	C	\$0.50	\$0.35	\$0.25	Unsummon	U	Ins	C	\$0.25	\$0.25	\$0.25
Personal Incarnation	W	Sum	R	\$10.00	\$8.00	\$6.00	Shatter	R	Ins	C	\$0.50	\$0.25	\$0.25	Uthden Troll	R	Sum	U	\$2.00	\$1.50	\$1.00
Pestilence	B	E	C	\$0.25	\$0.25	\$0.25	Shatterstorm	R	Sor	U	\$5.00	\$3.00	\$2.00	Verduran Enchantress	G	Sum	R	\$7.00	\$4.00	\$4.00
Phantasmal Forces	U	Sum	U	\$1.00	\$1.00	\$1.00	Shivan Dragon	R	Sum	R	\$15.00	\$10.00	\$10.00	Vesuvan Doppelganger	U	Sum	R	\$9.00	\$8.00	\$6.00
Phantasmal Terrain	U	EL	C	\$0.35	\$0.25	\$0.25	Simulacrum	B	Ins	U	\$1.00	\$1.00	\$1.00	Veteran Bodyguard	W	Sum	R	\$8.00	\$8.00	\$8.00
Phantom Monster	U	Sum	U	\$1.20	\$1.00	\$1.00	Siren's Call	U	Ins	U	\$1.00	\$1.00	\$1.00	Volcanic Eruption	U	Sor	R	\$7.00	\$6.00	\$3.00
Pirate Ship	U	Sum	R	\$5.00	\$4.00	\$4.00	Sleight of Mind	U	Int	R	\$6.00	\$5.00	\$4.00	Volcanic Island	R/G	DL	R	\$7.00	\$7.00	\$5.00
Plague Rats	B	Sum	C	\$0.50	\$0.50	\$0.25	Smoke	R	E	R	\$5.00	\$4.00	\$3.00	Wall of Air	U	Sum	U	\$1.00	\$1.00	\$1.00
Plains No Trees	W	L	C	\$0.18	\$0.13	\$0.10	Soi Ring	A	M	U	\$3.00	\$2.00	\$1.50	Wall of Bone	B	Sum	U	\$2.00	\$1.20	\$1.00
Plains Pink Horizon	W	L	C	\$0.18	\$0.13	\$0.10	Sorceress Queen	B	Sum	R	\$5.00	\$5.00	\$2.50	Wall of Brambles	G	Sum	U	\$1.00	\$1.00	\$1.00
Plains Trees	W	L	C	\$0.18	\$0.13	\$0.10	Soul Net	A	P	U	\$1.00	\$1.00	\$1.00	Wall of Fire	R	Sum	U	\$1.00	\$1.00	\$1.00
Plateau	R/W	DL	R	\$6.00	\$6.00	\$5.00	Spell Blast	U	Int	C	\$0.35	\$0.25	\$0.25	Wall of Ice	G	Sum	U	\$1.00	\$1.00	\$1.00
Power Leak	U	EE	C	\$0.25	\$0.25	\$0.25								Wall of Stone	R	Sum	U	\$1.00	\$1.00	\$1.00
Power Sink	U	Int	C	\$0.25	\$0.25	\$0.25								Wall of Swords	W	Sum	U	\$2.00	\$2.00	\$1.20
Power Surge	R	E	R	\$4.00	\$4.00	\$3.00								Wall of Water	U	Sum	U	\$1.00	\$1.00	\$1.00
Primal Clay	A	Cr	R	\$2.88	\$2.25	\$1.88								Wall of Wood	G	Sum	C	\$0.35	\$0.25	\$0.25
Prodigal Sorcerer	U	Sum	C	\$0.50	\$0.50	\$0.50								Wanderlust	G	ECr	U	\$1.00	\$1.00	\$1.00
Psychic Venom	U	EL	C	\$0.50	\$0.50	\$0.25								War Mammoth	G	Sum	C	\$0.35	\$0.25	\$0.25
Purelace	W	Int	R	\$5.00	\$3.00	\$3.00								Warp Artifact	B	EArt	R	\$5.00	\$3.00	\$3.00
Raise Dead	B	Sor	C	\$0.25	\$0.25	\$0.25								Water Elemental	U	Sum	U	\$1.50	\$1.20	\$1.00
Reconstruction	U	Sor	C	\$0.50	\$0.30	\$0.25								Weakness	B	ECr	C	\$0.35	\$0.25	\$0.25
Red Elemental Blast	R	Int	C	\$0.50	\$0.25	\$0.25	Stasis	U	E	R	\$4.25	\$3.50	\$2.75	Web	G	ECr	R	\$5.00	\$3.00	\$3.00
Red Ward	W	ECr	U	\$1.00	\$1.00	\$1.00	Steal Artifact	U	EArt	U	\$2.00	\$1.50	\$1.00	Wheel of Fortune	R	Sor	R	\$6.00	\$6.00	\$5.00
Regeneration	G	ECr	C	\$0.35	\$0.25	\$0.25	Stone Giant	R	Sum	U	\$1.00	\$1.00	\$1.00	White Knight	W	Sum	U	\$3.00	\$2.50	\$2.00
Regrowth	G	Sor	U	\$1.50	\$1.50	\$1.00	Stone Rain	R	Sor	U	\$0.50	\$0.50	\$0.25	White Ward	W	ECr	U	\$1.00	\$1.00	\$1.00
Resurrection	W	Sor	U	\$1.00	\$1.00	\$1.00	Stream of Life	G	Sor	C	\$0.35	\$0.25	\$0.25	Wild Growth	G	EL	C	\$0.25	\$0.25	\$0.25
Reverse Damage	W	Ins	R	\$7.00	\$7.00	\$6.00	Sunglasses of Urza	A	C	R	\$6.00	\$6.00	\$4.00	Will-O'-The-Wisp	B	Sum	R	\$7.00	\$7.00	\$4.00
Reverse Polarity	W	Ins	U	\$1.00	\$1.00	\$0.40	Swamp High Branch	B	L	C	\$0.18	\$0.13	\$0.10	Winter Orb	A	C	R	\$5.00	\$4.00	\$3.00
Righteousness	W	Ins	R	\$6.00	\$6.00	\$4.00	Swamp Low Branch	B	L	C	\$0.18	\$0.13	\$0.10	Wooden Sphere	A	P	U	\$1.00	\$1.00	\$1.00
Roc of Kher Ridges	R	Sum	R	\$5.00	\$4.00	\$4.00	Swamp Two Branch	B	L	C	\$0.18	\$0.13	\$0.10	Wrath of God	W	Sor	R	\$8.00	\$7.00	\$6.00
Rock Hydra	R	Sum	R	\$10.00	\$10.00	\$8.00	Swords to Plowshares	W	Ins	U	\$2.00	\$1.50	\$1.00	Zombie Master	B	SUM	R	\$9.00	\$7.00	\$6.00
Rocket Launcher	A	P	R	\$5.00	\$4.00	\$2.50	Taiga	R/G	DL	R	\$7.00	\$6.00	\$5.00	TOTAL VALUE				\$921.98	\$768.10	\$627.95
Rod of Ruin	A	M	U	\$1.50	\$1.00	\$1.00	Terror	B	Ins	C	\$0.50	\$0.50	\$0.25							
Royal Assassin	B	Sum	R	\$12.00	\$10.00	\$10.00	The Hive	A	M	R	\$5.00	\$5.00	\$4.00							
Sacrifice	B	Int	U	\$1.00	\$1.00	\$1.00	The Rack	A	C	U	\$3.00	\$2.00	\$1.00							
Samite Healer	W	Sum	C	\$0.50	\$0.35	\$0.25	Thicket Basilisk	G	Sum	U	\$3.00	\$2.50	\$2.00							
							Thoughtlace	U	Int	R	\$6.00	\$3.00	\$2.00							



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CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW
Abu Ja'far	W	Sum	U	\$9.50	\$5.00	\$2.50	Giant Tortoise	U	Sum	C	\$0.75	\$0.50	\$0.43	Oasis	Be	L	U	\$3.00	\$2.00	\$2.00
Aladdin	R	Sum	U	\$6.50	\$4.00	\$3.00	Giant Tortoise	U	Sum	C	\$0.75	\$0.63	\$0.39							
Aladdin's Lamp	A	M	U	\$6.50	\$5.00	\$3.50														
Aladdin's Ring	A	M	U	\$6.50	\$5.00	\$4.00	Guardian Beast	B	Sum	U	\$9.00	\$8.00	\$6.50	Old Man of the Sea	U	Sum	U	\$8.00	\$5.00	\$3.50
Ali Baba	R	Sum	U	\$5.50	\$3.00	\$2.50	Hasran Ogress	B	Sum	C	\$0.50	\$0.50	\$0.30	Oubliette	B	E	C	\$1.25	\$0.90	\$0.50
Ali from Cairo	R	Sum	R	\$9.00	\$8.00	\$5.50	Hasran Ogress	B	Sum	C	\$0.50	\$0.50	\$0.39	Oubliette	B	E	C	\$1.25	\$0.90	\$0.50
Army of Allah	W	Ins	C	\$1.00	\$0.50	\$0.43	Hurr Jackal	R	Sum	C	\$0.88	\$0.50	\$0.45	Piety	W	Ins	C	\$0.88	\$0.50	\$0.43
Army of Allah	W	Ins	C	\$1.00	\$0.50	\$0.43	Ith-Biff Efreet	G	Sum	U	\$7.00	\$5.00	\$3.25	Piety	W	Ins	C	\$0.88	\$0.50	\$0.43
Bazaar of Baghdad	Be	L	U	\$4.50	\$3.00	\$2.50	Inland Fish Jasconius	U	Sum	U	\$6.50	\$5.00	\$4.00	Pyramids	A	P	U	\$7.25	\$5.00	\$3.25
Bird Maiden	R	Sum	C	\$0.88	\$0.50	\$0.43	Inland of Wak-Wak	Be	L	U	\$5.50	\$5.00	\$3.50	Repentant Blacksmith	W	Sum	U	\$6.00	\$5.00	\$1.75
Bird Maiden	R	Sum	C	\$0.88	\$0.50	\$0.43	Jandor's Ring	A	M	U	\$6.00	\$4.00	\$2.75	Ring of Ma'ruf	A	M	U	\$7.00	\$5.00	\$4.50
Bottle of Suleiman	A	M	U	\$6.00	\$5.00	\$2.00	Jandor's Saddlebags	A	M	U	\$6.50	\$4.00	\$3.00	Rukh Egg	R	Sum	C	\$1.63	\$1.00	\$1.00
Brass Man	A	ACr	U	\$3.25	\$2.00	\$1.50	Jeweled Bird	A	M	U	\$3.50	\$3.00	\$1.25	Rukh Egg	R	Sum	C	\$1.63	\$1.00	\$1.00
Camel	W	Sum	C	\$0.88	\$0.50	\$0.43	Jihad	W	E	U	\$7.00	\$5.00	\$4.50	Sandals of Abdallah	A	M	U	\$4.00	\$3.00	\$2.25
City in a Bottle	A	C	U	\$8.50	\$5.00	\$4.25	Junun Efreet	B	Sum	U	\$6.00	\$3.00	\$2.25	Sandstorm	G	Ins	C	\$1.75	\$0.50	\$0.50
City of Brass	Be	L	U	\$4.50	\$3.00	\$2.50	Juzam Djinn	B	Sum	U	\$7.00	\$5.00	\$2.88	Serendib Djinn	U	Sum	U	\$6.50	\$5.00	\$2.25
Cuombajj Witches	B	Sum	C	\$0.63	\$0.50	\$0.43	Khabal Ghoul	B	Sum	U	\$5.00	\$5.00	\$4.50	Serendib Efreet	U	Sum	U	\$6.00	\$5.00	\$2.75
Cyclone	G	E	U	\$4.00	\$2.00	\$2.00	King Suleiman	W	Sum	U	\$8.00	\$5.00	\$2.75	Shahrazad	W	Sor	U	\$8.00	\$5.00	\$2.00
Dancing Scimitar	A	ACr	U	\$5.50	\$5.00	\$3.00	Kird Ape	R	Sum	C	\$0.88	\$0.60	\$0.50	Sindbad	U	Sum	U	\$5.50	\$3.00	\$1.75
Dandan	U	Sum	C	\$0.50	\$0.50	\$0.43	Library of Alexandria	Be	L	U	\$6.00	\$5.00	\$2.75	Singing Tree	G	Sum	U	\$7.75	\$6.00	\$4.50
Desert	Be	L	C	\$0.88	\$0.50	\$0.40	Magnetic Mountain	R	E	U	\$6.50	\$4.00	\$3.00	Sorceress Queen	B	Sum	U	\$7.00	\$5.00	\$3.50
Desert Nomads	R	Sum	C	\$0.88	\$0.50	\$0.45	Merchant Ship	U	Sum	U	\$5.00	\$2.00	\$1.75	Stone-Throwing Devils	B	Sum	C	\$1.50	\$0.50	\$0.43
Desert Twister	G	Sor	U	\$5.00	\$4.00	\$2.75	Metamorphosis	G	Sor	C	\$0.63	\$0.50	\$0.43	Stone-Throwing Devils	B	Sum	C	\$1.50	\$0.50	\$0.43
Diamond Valley	Be	L	U	\$6.75	\$4.00	\$3.00	Mijae Djinn	R	Sum	U	\$7.00	\$5.00	\$2.50	Unstable Mutation	U	ECr	C	\$0.75	\$0.50	\$0.43
Drop of Honey	G	E	U	\$5.50	\$5.00	\$3.25	Moorish Cavalry	W	Sum	C	\$1.00	\$0.60	\$0.50	War Elephant	W	Sum	C	\$1.00	\$0.50	\$0.50
Ebony Horse	A	M	U	\$6.50	\$5.00	\$2.50	Moorish Cavalry	W	Sum	C	\$1.00	\$0.60	\$0.50	War Elephant	W	Sum	C	\$1.00	\$0.50	\$0.50
El-Hajjaj	B	Sum	U	\$6.00	\$5.00	\$2.25	Mountain	Be	L	U	\$4.00	\$3.00	\$1.38	Wyluli Wolf	G	Sum	C	\$1.00	\$0.50	\$0.50
Elephant Graveyard	Be	L	U	\$6.50	\$5.00	\$2.50	Nafs Asp	G	Sum	C	\$1.00	\$0.50	\$0.43	Wyluli Wolf	G	Sum	C	\$1.00	\$0.50	\$0.50
Erg Raiders	B	Sum	C	\$0.63	\$0.50	\$0.43	Nafs Asp	G	Sum	C	\$1.00	\$0.50	\$0.43	Ydwen Efreet	R	Sum	U	\$6.50	\$5.00	\$2.25
Erg Raiders	B	Sum	C	\$0.63	\$0.50	\$0.43								TOTAL				\$360.13	\$253.23	\$171.06
Erhnam Djinn	G	Sum	U	\$6.50	\$5.00	\$2.75														
Eye for an Eye	W	Ins	U	\$16.00	\$15.00	\$3.75														
Fishliver Oil	U	ECr	C	\$0.50	\$0.50	\$0.43														
Fishliver Oil	U	ECr	C	\$0.50	\$0.50	\$0.39														
Flying Carpet	A	M	U	\$6.50	\$3.00	\$2.25														
Flying Men	U	Sum	C	\$0.88	\$0.50	\$0.43														
Ghazban Ogre	G	Sum	C	\$0.63	\$0.50	\$0.30														

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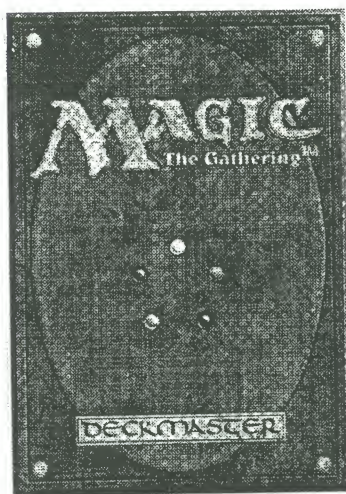
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CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW	CARD NAME	Col	Type	Rar	HIGH	MEDIAN	LOW
Amulet of Kroog	A	M	C	\$0.56	\$0.50	\$0.44	Haunting Wind	B	E	U	\$3.00	\$2.25	\$1.75	Su-Chi	A	ACr	U	\$3.25	\$2.75	\$2.38
Argvian Archaeologist	W	S	R	\$8.13	\$5.50	\$4.75	Hurkyl's Recall	U	Ins	R	\$7.88	\$6.50	\$5.75	Tablet of Epityr	A	P	C	\$0.63	\$0.50	\$0.44
Argvian Blacksmith	W	S	C	\$0.50	\$0.50	\$0.45	Ivory Tower	A	C	U	\$5.00	\$4.50	\$3.88	Tawnos's Coffin	A	M	R	\$7.25	\$5.00	\$4.25
Argothian Pixies	G	S	C	\$0.56	\$0.50	\$0.33	Jalum Tome	A	M	R	\$5.00	\$3.25	\$2.75	Tawnos's Wand	A	M	U	\$3.00	\$2.25	\$2.00
Argothian Treefolk	G	S	C	\$0.63	\$0.50	\$0.39	Martyrs of Kortis	W	Sum	U	\$5.00	\$3.13	\$2.75	Tawnos's Weaponry	A	M	U	\$3.25	\$2.75	\$2.00
Armageddon Clock	A	C	R	\$6.00	\$4.00	\$2.75	Mightstone	A	C	U	\$3.25	\$2.50	\$2.00	Tetravus	A	ACr	R	\$6.50	\$6.00	\$4.75
Artifact Blast	R	Int	C	\$0.56	\$0.50	\$0.33	Millstone	A	M	U	\$3.06	\$3.00	\$2.88	The Rack	A	C	U	\$3.25	\$3.00	\$1.80
Artifact Possession	B	EArt	C	\$0.56	\$0.50	\$0.44	Mishra's Factory, autumn	Bc	DL	R	\$4.50	\$3.50	\$1.94	Titania's Song	G	E	U	\$4.25	\$3.00	\$3.00
Artifact Ward	W	ECr	C	\$1.44	\$0.63	\$0.33	Mishra's Factory, spring/blue balloon	Bc	DL	U	\$4.50	\$3.00	\$1.69	Transmute Artifact	U	Sor	U	\$3.00	\$2.50	\$1.75
Ashnod's Altar	A	P	U	\$4.75	\$3.50	\$2.75	Mishra's Factory, summer	Bc	DL	R	\$4.00	\$3.00	\$1.94	Triskelion	A	ACr	R	\$6.50	\$5.00	\$3.63
Ashnod's Battle Gear	A	M	U	\$4.25	\$3.50	\$2.75	Mishra's Factory, winter	Bc	DL	R	\$4.50	\$3.50	\$2.00	Urza's Avenger	A	ACr	R	\$10.00	\$6.00	\$4.50
Ashnod's Transmogrant	A	M	U	\$3.13	\$3.00	\$2.00	Mishra's War Machine	A	ACr	R	\$6.00	\$5.00	\$3.88	Urza's Chalice	A	P	C	\$1.63	\$0.63	\$0.44
Atoq	R	S	C	\$0.63	\$0.50	\$0.33	Mishra's Workshop	Bc	L	R	\$6.50	\$5.00	\$4.38	Urza's Mine, clawed sphere	Bc	DL	C	\$2.25	\$1.13	\$1.00
Battering Ram	A	ACr	C	\$0.53	\$0.50	\$0.44	Obelisk of Undoing	A	M	R	\$6.50	\$5.00	\$3.75	Urza's Mine, mouth	Bc	DL	U	\$3.00	\$1.75	\$1.00
Bronze Tablet	A	M	R	\$8.00	\$6.75	\$5.00	Onulet	A	ACr	U	\$3.00	\$3.00	\$1.88	Urza's Mine, pulley	Bc	DL	U	\$3.00	\$1.75	\$1.00
Candelabra of Tawnos	A	M	R	\$8.00	\$5.00	\$4.88	Orcish Mechanics	R	Sum	C	\$0.63	\$0.50	\$0.34	Urza's Mine, tower	Bc	DL	C	\$2.25	\$1.13	\$1.00
Circle of Protection: Artifacts	W	E	U	\$4.00	\$3.50	\$2.19	Ornithopter	A	ACr	C	\$1.13	\$0.63	\$0.45	Urza's Miter	A	P	R	\$6.50	\$5.00	\$3.75
Citanul Druid	G	S	U	\$3.25	\$3.00	\$2.75	Phyrexian Gremlins	B	Sum	C	\$0.75	\$0.50	\$0.44	Urza's Power Plant, bug	Bc	DL	C	\$2.00	\$1.13	\$1.00
Clay Statue	A	ACr	C	\$1.00	\$0.50	\$0.44	Power Artifact	U	EArt	U	\$3.00	\$3.00	\$1.88	Urza's Power Plant, columns	Bc	DL	U	\$3.00	\$1.63	\$1.00
Clockwork Avian	A	ACr	R	\$9.00	\$6.00	\$4.75	Powerleech	G	E	U	\$4.00	\$3.00	\$2.75	Urza's Power Plant, copper sphere	Bc	DL	C	\$2.00	\$1.13	\$1.00
Colossus of Sardia	A	ACr	R	\$10.50	\$7.75	\$6.00	Priest of Yawgmooth	B	Sum	C	\$0.50	\$0.50	\$0.33	Urza's Power Plant, rock in pot	Bc	DL	U	\$3.00	\$1.75	\$1.00
Coral Helm	A	P	R	\$7.25	\$5.00	\$3.63	Primal Clay	A	ACr	U	\$4.00	\$2.50	\$2.00	Urza's Tower, forest	Bc	DL	C	\$2.25	\$1.13	\$1.00
Crumble	G	Ins	C	\$0.63	\$0.50	\$0.44	Rakalite	A	P	U	\$3.19	\$2.00	\$1.75	Urza's Tower, mountains	Bc	DL	U	\$3.00	\$1.63	\$1.00
Cursed Rack	A	C	U	\$3.25	\$3.00	\$2.00	Reconstruction	U	Sor	C	\$0.56	\$0.50	\$0.48	Urza's Tower, plains	Bc	DL	U	\$3.00	\$1.75	\$1.00
Damping Field	W	E	U	\$3.25	\$3.00	\$1.75	Reverse Polarity	W	Ins	C	\$0.85	\$0.50	\$0.50	Urza's Tower, shore	Bc	DL	U	\$3.00	\$1.63	\$1.00
Detonate	R	Sor	U	\$3.38	\$2.75	\$2.00	Rocket Launcher	A	P	U	\$4.00	\$3.00	\$2.88	Wall of Spears	A	ACr	U	\$4.00	\$3.00	\$2.75
Drafna's Restoration	U	Sor	C	\$0.56	\$0.50	\$0.44	Sage of Lat-Nam	U	Sum	C	\$0.50	\$0.50	\$0.33	Weakstone	A	C	U	\$3.00	\$2.25	\$1.75
Dragon Engine	A	ACr	C	\$0.85	\$0.63	\$0.45	Shapeshifter	A	ACr	R	\$7.63	\$6.00	\$5.00	Xenic Poltergeist	B	Sum	U	\$3.25	\$2.25	\$1.75
Dwarven Weaponsmith	R	Sum	U	\$3.00	\$2.50	\$1.75	Shatterstorm	R	Sor	R	\$7.00	\$5.50	\$4.75	Yawgmooth Demon	B	Sum	R	\$10.00	\$7.75	\$5.88
Energy Flux	U	E	U	\$3.13	\$3.00	\$1.75	Staff of Zegon	A	M	C	\$1.00	\$0.75	\$0.50	Yotian Soldier	A	ACr	C	\$1.25	\$0.63	\$0.44
Feldon's Cane	A	M	U	\$4.13	\$3.00	\$2.00	Strip Mine, small tower in foreground	Bc	DL	U	\$5.00	\$3.00	\$2.00	TOTAL				\$372.16	\$273.63	\$209.31
Gaea's Avenger	G	Sum	R	\$9.25	\$7.00	\$5.75	Strip Mine, no tower, no visible horizon	Bc	DL	R	\$5.00	\$2.50	\$1.94							
Gate to Phyrexia	B	E	U	\$3.25	\$2.75	\$1.75	Strip Mine, visible horizon, evenly spaced terraces	Bc	DL	R	\$5.25	\$3.00	\$2.00							
Goblin Artisans	R	Sum	U	\$3.00	\$1.63	\$1.00	Strip Mine, visible horizon, uneven terraces	Bc	DL	R	\$5.25	\$3.50	\$2.00							
Golgothian Sylex	A	M	R	\$7.63	\$6.00	\$5.00														
Grapeshot Catapult	A	ACr	C	\$0.50	\$0.50	\$0.45														

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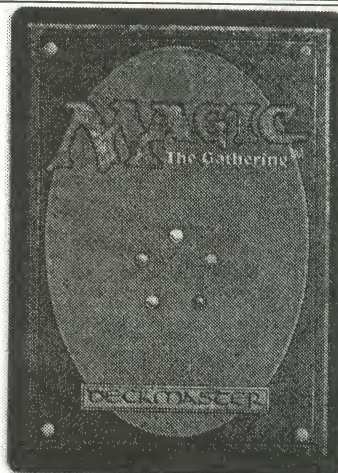
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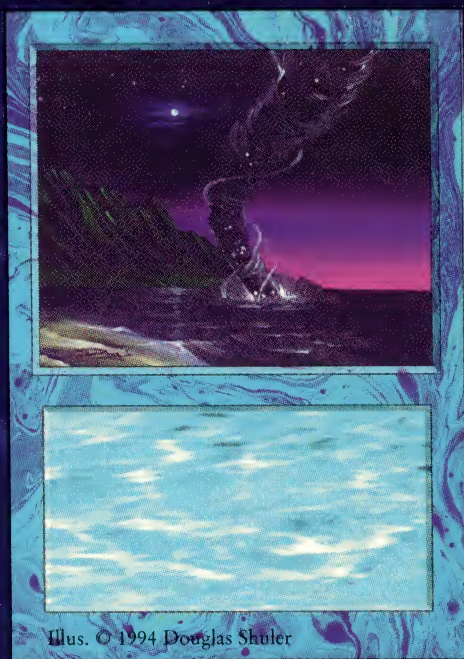
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